

# Australian Station

100%  
INDEPENDENT  
PLAYSTATION™ AND  
PLAYSTATION 2™ GAMING!

**PLUS!**  
METAL GEAR  
SOLID 2  
SPECIAL



**HUGE REVIEW!**

## RAYMAN 2

PlayStation's prettiest sequel!

**EXCLUSIVE REVIEW!**

## TOCA WTC

Incredible racing action on  
real Aussie racetracks!

## FINAL FANTASY IX

The best yet in the  
blockbuster series!

# PlayStation 2!

All the games, peripherals,  
hardware and DVDs in our  
huge 18 page expose!



9 771442 074003  
OCTOBER 2000 ISSUE 16  
\$6.95 INC GST • NEW ZEALAND \$9.50 INC GST

**PLUS! TENCHU 2, PLAYSTATION BUYERS GUIDE AND OVER 25 PAGES OF REVIEWS!**





# Unseen. Unheard. Unstoppable.



Play as three stealth assassins, Rikimaru, Ayame and Tatsumaru, in 29 day and night missions.



Unleash 21 stealth kill techniques and a variety of ninja weapons and items, including flaming arrows and invisibility.



Create your own missions and save them to a memory card to share and trade — even over the Internet.



**ACQUIRE**

[www.activision.com](http://www.activision.com)

**ACTIVISION**





Before the events of *Tenchu*, you are called on to avenge the betrayal of your ninja lord. For you have been born to a life of honor...a life of stealth.



Scale walls, set traps, search and hide bodies, swim, and breathe underwater using a bamboo reed.

# TENCHU<sup>TM</sup> 2

BIRTH OF THE STEALTH ASSASSINS

天誅二

Live by Honor. Kill by Stealth.

Tenchu 2 © 2000 Sony Music Entertainment (Japan), Inc. Tenchu is a trademark of Sony Music Entertainment (Japan) Inc. Published and distributed under license by Activision, Inc. Activision is a registered trademark and Birth of the Stealth Assassins is a trademark of Activision, Inc. All rights reserved. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. All rights reserved. All other trademarks and trade names are properties of their respective owners.



# CONTENTS

## OCTOBER 2000

### 58 Rayman 2



### 4 EDITORIAL

From the central control nexus of the Australian Station media empire, Editor In Chief James Cottee shares his wisdom on the amazing world of PlayStation gaming

### 6 UPDATE

The latest PlayStation news from the furthest reaches of the globe. Read all about Sony's networking strategy, Tomb Raider 5, and the unfortunate delay of the PS2...

### 12 COMPETITIONS

Three awesome comps this month: You can win the espionage adventure Chase The Express, the cartoon mayhem of Team Buddies, or a large quantity of gum!

### 14 DVD

All the latest DVD reviews. Read all about Gremlins, Girl Interrupted, Glory, Midnight Run and more!

### 16 MULTIMEDIA

From the fringes of the media come some of the strangest and most entertaining things you can see or read: Behold cyberpunk Batman, giant robots from Japan, and more besides.

### 20 PLAYSTATION 2 FEATURE

Behold! The dawn of the PlayStation 2 era is almost upon us, and to honor the occasion every major software developer on the planet has done their best to create the most astounding games money can buy. In this special preview

feature read about some of the most impressive games due out for the PS2s debut, the amazing new technologies they'll employ, and learn every reason there is for you to buy them all!

### 37 PREPLAY

38 Final Fantasy IX  
46 Driver 2  
48 Tenchu 2  
50 Alone In the Dark 4  
52 Wacky Races  
53 Matt Hoffman's Pro BMX  
54 Medal Of Honor Underground  
54 Star Trek Invasion  
55 Spider Man  
55 Jerry Lopez Surf Riders

### 56 TOP 20

The latest statistics from across the land on who's buying what on the PlayStation. Compiled by the Inform research group.

### 57 PLAYTEST

58 Rayman 2  
62 TOCA World Touring Cars  
66 Chase The Express  
68 Infestation  
70 Team Buddies  
72 X-Men  
74 ReVolt 2: RC Revenge  
75 Evo's Space Adventures  
77 The Misadventures of Tron Bonne  
79 Ballistic  
81 Final Fantasy VIII Platinum  
82 Cool Boarders 3 Platinum  
82 X Files Platinum  
83 Spyro 2 Platinum  
83 Tarzan Platinum

### 84 FEEDBACK

If you've got some burning issues festering in your brain about the PlayStation, the games industry or indeed the magazine you currently hold in your hands, then our letters column is the perfect place to air them.

### 88 HELPSTATION

You want cheats? We have cheats. If we don't have the ones you want, then write in to Miss Nurse and we'll see what we can do.

### 92 BUYERS' GUIDE

To make your game shopping that just little bit easier we've compiled the top five games worth buying in every category. We also have a rundown of our reviews from recent months, for those who came in late.

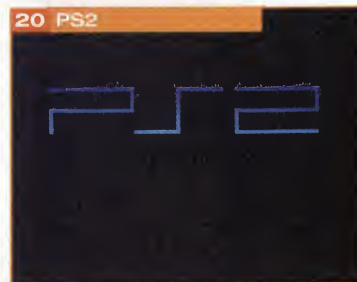
### 96 CRITIC'S CIRCLE

Here the Station team examines the serious issues that plague the games industry. This month, we examine Sony's strategy for the PlayStation 2, and how this will affect the consumer electronics industry as a whole.

### 98 NEXT EDITION

The king of kickflips returns next month, with the release of Tony Hawk's Pro Skater 2. Also there's the ninja action of Tenchu 2, the oddness of Monster Rancher, and some game called "Driver 2," which is probably about cars. Looks like fun!

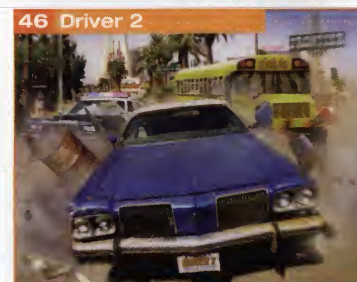
### 20 PS2



### 14 Final Fantasy ix



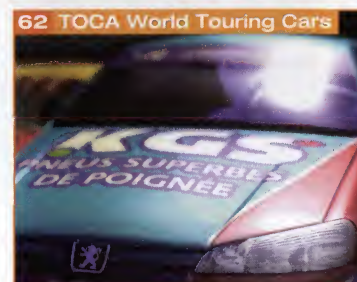
### 46 Driver 2



### 50 Alone in the Dark



### 62 TOCA World Touring Cars



### 70 Team Buddies





# Australian Station

OCTOBER 2000

ISSUE NUMBER **16**

PUBLISHED BY NEXT GAMING PTY LTD

78 Renwick Street Redfern

NSW 2016 Australia

ACN 085 430 646

ISSN 1442-0740

Telephone 02 9288 9800

Fax 02 9281 6188

Email playstation@next.com.au

Publisher Jim Flynn <jim@next.com.au>

## Editorial

Editor James Cottee <james@next.com.au>

Sub Editor Troy Gorman

Contributing Writers Wesley Willis, Andrew Parsons, Kevin Cheung, Leon Tranter, Rod Gall, Jack Elliot, Scott Riddiford Mimmette Roldan, Jules Boemont, & Eliza Turing

## Design

Art Director Andrew Rogers

<andrew\_rogers@next.com.au>

## Advertising

Group Advertising Manager

Simon White <simon@next.com.au>

Advertising Manager

Simon Dinsmore <sdinsmore@next.com.au>

Telephone 02 9699 0357

Advertising Production Co-ordinator Dylan Fryer

Telephone 02 9699 0300

Fax 02 9310 2012

Managing Director Phillip Keir

Finance Director Theo Fatseas

National Sales Director Victoria Meades

Production Manager Melissa Doyle

Circulation Manager Karen Day

## Subscription Enquiries

Marketing Services Manager Melanie Causley

Subscriptions Manager Kim Thurbon

Subscriptions Hotline 1300 36 11 46

Email subs.station@next.com.au

Fax (02) 9699 0334

## Print

CTP by Wilke Color

Distributor Gordon and Gotch

Telephone 1300 65 0666

Fax 1300 65 0777

All copyrights are reserved by Next Gaming Pty Ltd. All images are copyrighted to their respective owners. All product prices and specifications are correct at time of printing but are subject to change without notice at the distributor's discretion. Australian Station is an independent PlayStation magazine in no way endorsed by Sony Computer Entertainment Inc. PlayStation is a trademark of Sony Computer Entertainment Inc.

That sword handle looks a bit like a, well, you know...



If you have the means, I do recommend you pick one up

## ALL THE TIME IN THE WORLD

**P**ragmatism must be the order of the day.

In light of Sony's recent declaration of the Australian PS2 launch date and price, it would be understandable to be bitter. Delayed by more than a month, and now at the price of \$749, things at first glance seem to be worse off.

But a brief examination of the figures reveals that they largely cancel themselves out. If it's coming out a month later, then we have an extra

month to save up the difference in the price of the console. It also means that at launch we'll get more games in one hit, as titles planned to come out a month after the PS2 itself suddenly become launch titles.

Besides, the anticipation of the PS2 will inevitably prove to be better than the real thing. It's a simple fact of life.

James Cottee  
Editor

## MEET THE AUSTRALIAN STATION TEAM

Meet our hardened team of video game verterans



**James Cottee**

Specialises in:  
Strategy, action,  
retro, and various  
witty remarks.

Currently hooked on  
Terracon



**Rod Gall**

Specialises in:  
Shooters,  
adventure games  
and wry looks.

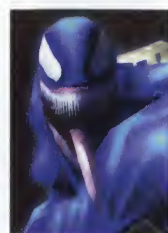
Currently hooked on  
Bushido Blade



**Kevin Cheung**

Specialises in:  
Sports, racing, shoot  
'em ups and obscure  
anime trivia.

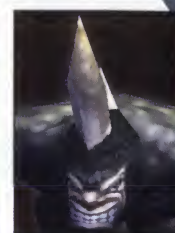
Currently hooked on  
Dead or Alive 2



**Andrew Rogers**

Specialises in:  
Cheesy music,  
cheesy games and  
cheese.

Currently hooked on  
Team Buddies



**Leon Tranter**

Specialises in:  
Racing, fighting,  
philosophy, and  
pong.

Currently hooked on  
Tekken Tag



**Peter Hart**

Specialises in:  
Platformers,  
adventure, strategy  
and racing.

Currently hooked on  
Soul

16







# PlayStation Update

## NEWS AND INFORMATION

All the latest in current events from the world of PlayStation



## PlayStation 2 DELAYED!

Sony's new console won't reach Australia until November 30!

In a move that was hardly surprising, but none the less disappointing, Sony Computer Entertainment has pushed back the Australian release date of the PlayStation 2 from October 26 to November 30. The main reason for this is the difficulty Sony has had in producing enough PS2s to meet demand. In terms of the Western launch of the console, which was declared at E3 to be simultaneous worldwide, the United States was always going to have top priority, and is still on track for October 26.

Australia's fate in the global video game market is always tied to Europe because we use the same video format

(PAL), so when SCE Europe announced that their PS2 launch was being pushed back to November 24 we knew we were in trouble.

Looking on the bright side this means that the local launch of the console is sure to be a success, as sticking to the original, unrealistic schedule would have resulted in product shortages, unhappy customers, and worst of all bad PR. Also this way we'll be getting all the games planned for October and November in one hit. There have been over two dozen games confirmed for launch,

and over 40 will be available by the end of the year. This represents the single biggest lineup of launch titles in history, and will include many high quality and long awaited titles like Tekken Tag Tournament, Ridge Racer V and The Getaway.

Besides, this is still better than the local

launch of the Dreamcast last year, which slipped by a whole two months. If everything goes off as planned Sony will own this Christmas, and have a huge installed base of loyal users by the time the X-Box and the Starcube get around to launching late next year. This can only be a good thing.





# Tomb Raider 5 announced

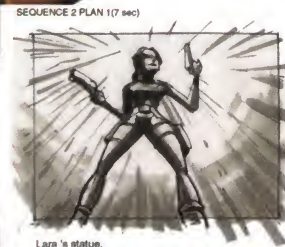
Is the Lara Croft craze wearing thin?

In perhaps the least anticipated announcement of the year, Eidos have let slip details on Lara Croft's fifth adventure on the PlayStation, to be called Tomb Raider Chronicles. To feature more enemies and weapons, improved level design and graphics, and the return of the 16 year old Lara from Tomb Raider 4, this new, yet largely redundant game is due out in December and will be Lara's last adventure on the PlayStation.

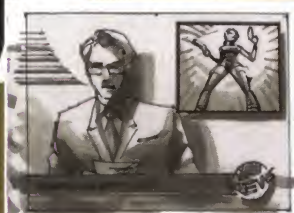
Tomb Raider 4 ended ambiguously, with the player uncertain if Ms Croft was killed. This new game will begin at her funeral, where her friends and

loved ones are reminiscing about her past adventures. This will be used as a device to link a series of widely different levels together from across the globe and the full stretch of her grave robbing career. Is she really dead, though? Lara-philes will have to play the game to find out.

While the existing Tomb Raider franchise will soon come to an end, Eidos plan to keep on Lara in a new game series, one that will push gaming expectations beyond their presently staid PlayStation limitations in the fertile fields of the PlayStation 2.



Lara's statue.



The last picture shrinks and goes behind a news reporter.



Backwards zoom: TV news report is broadcasted on a mini-TV in the back of the Rolls that is rolling under the rain.



## Sony works connections

Electronics giant Sony plans to integrate its electronic products.

In the very near future, Sony is planning to start allowing all of its diverse range of products to interconnect. Sony's long running strategy of product diversification is paying off, and has a much better chance of succeeding in dominating this emerging market than other companies that may not share Sony's unique market spread. The Japanese electronics giant plans to bring this new order about through its existing interests in digital televisions, portable units such as mobile phones, personal computers, and of course the PlayStation 2.

"That gives us four windows into the

network age," said Sony President Kunitake Ando recently. He went on to explain how Sony's ownership of content providers such as Columbia Tristar movies and Sony music fit into the scheme, giving a competitive edge to their hardware products, presumably through enhanced functionality that only a nexus between the two would support.

"We will establish a new business model that melds content and hardware," Ando triumphantly declared, going on to assert that this new co-operative strategy is "the fruit of a strategy we have been working on since last year, to fuse our audiovisual efforts

with information technology."

What this means to the end consumer is that when the Federal Government finally works out how it wants to handle the digital TV revolution, Sony will be lying in wait with a plan to take over your living room and your life. You'll be able to play network games between your PC and your PS2, you'll be able to use the hard drive in your PS2 as a cyber-VCR, and of course you'll be able to do your internet shopping over the phone.

The potential will only be limited by Sony's imagination, which thus far has been surprisingly fertile.



# Rayman Kids

French platform game series gets educational

In a move to increase the visibility of their mascot, and also to break into the market for "edutainment" software, Ubi Soft will be releasing a series of educational products aimed at young children. They'll all feature Rayman, which the player, young or old, will use to solve simple problems in the fields of maths, logic and so forth.

These titles appear to use the game engine from Rayman 1, which generates a colourful two dimensional environment that looks like a child's story book come to life. What educational value these games will have is as yet unclear, but we'll bring you full reviews when more comes to light.



## Sony chooses Australian e-commerce partner

SAP to make online PS2 purchasing a reality

Sony Computer Entertainment Australia have decided on the backbone of their "e-tailing" strategy for the PlayStation 2. PS2s will be available to buy online from PlayStation.com thanks to a mySAP.com off-the-shelf solution. The deal will cover not only the installation of Sony's website, but also the data warehousing behind it and the call centre that customers will interact with to ask questions about their orders. The whole system will be in place in time for the launch of the PlayStation 2, and is expected

to be a key part of the sales strategy behind the new games machine.

The site will offer consumers the full range of options they've come to expect from online stores, such as a virtual shopping cart and the ability to check what's in stock. Michael Ephraim, head of SCE Australia, had this to say about the deal: "We chose SAP for its capabilities to provide a totally integrated solution, which we believe will successfully support PlayStation.com's entry into the business to consumer retailing space." SCEA

also uses SAP for its back-end operations, so the new system will integrate smoothly with its existing distribution systems.

The official PS2 web store in Japan has been a huge success. It received over 600,000 hits in the first two minutes it was online, and of the almost one million orders placed in the first week, a third were through the web site. Online retailing has taken off faster than anyone has expected, and Sony's embracing of this trend has, so far, been to the benefit of everyone involved.



FROM THE  
CREATORS OF  
FINAL FANTASY

# LOSE YOUR LIFE

VAGRANT STORY™



SQUARESOFT®



# The World Body

Nike's Olympic web site to host interactive events

To coincide with the hype juggernaut of the Olympic Games, Nike has taken a refreshing tack in revealing down-to-earth information on some of their sponsored athletes. The World Body at [www.nike.com/2000](http://www.nike.com/2000) is an encyclopedic look at dozens of athletes from 14 countries, and in a progressive move is available for viewing in eight languages.

From September 1 to October 14 it will be hosting the interactive multimedia event The World Body... Blood & Guts. The site will be divided into Skin, Eardrum, Tongue and Spine sections to allow web surfers to interact directly with the athletes themselves.

There will be exclusive audio interviews and pictures from their personal albums, and the Eardrum will broadcast web radio 24 hours a day. Users will be able to upload questions via the tongue and have them answered over the continuous webcast of Radio Free Sydney, interspersed with the works of international DJs and live on-the-street reports. Athletes like Cathy Freeman, Kyle Vander-Kuyp and Lauren Jackson will become accessible to the common man, if only for a few weeks, so for sports fans this will be an opportunity not to be missed.



## The Strangest Freebie

Bite Me ...and be spoilt! (Quality Biscuits)

**D**elicious! Luxurious! Audacious! These words and more are highly appropriate in describing the new line of Bite Me (...and be spoilt!) biscuits from Luken & May. This high quality product range is targeted at biscuit connoisseurs, persons of distinction who want nothing but the best from their impulse snack purchase.

Using nothing but the highest quality ingredients, each Bite Me biscuit has been designed from the ground up to be the uber-snack, triggering every taste bud in its mission to send

waves of oven baked pleasure crashing through your brain. They come in five decadent flavours: Fig Fetish, Cherry Red, Black & Blue, Hearts Desire and Wild Seed.

100% Australian owned and operated, Luken & May are your only choice for patriotic snack foods. Forget the traitors at Arnott's and the grinning visage of Dick Smith, now Coles stores across the land can supply you with a biscuit more Australian than you are!

If you want to dunk something in your coffee that's bold, funky and flirtatious, then look no

further! For daring to give the customers what they want, we proudly declare Bite Me (... and be spoilt!) biscuits The Strangest Freebie of the Month!

We would also like to announce that The Strangest Freebie column has now officially Sold Out. If you represent a provider of goods or services, all you have to do is give it to us for free and we'll flog it to within an inch of its life. Now's never been a better time!

*N.B. We give preferential treatment to expensive electronic goods.*





# PlayStation®



**\$15<sup>95</sup>**

**PlayStation Memory Cards.**  
Save your favourite games and  
your all time, record-breaking  
high scores.



**\$49<sup>95</sup>**

**PlayStation Multi-tap.**  
Allows you to connect up to four  
control pads and memory cards.



**\$48<sup>95</sup>** EACH

**PlayStation DUALSHOCK® Controller.**  
Now available in the coolest of colours.

## Harvey Norman

GAMES SPECIALISTS

[www.harveynorman.com.au](http://www.harveynorman.com.au)

**SHOP ON  
THE WEB**



**Harvey Norman**  
ONLINE

**SYDNEY METRO** • AUBURN SUPERSTORE • BALGOWLAH SUPERSTORE • BLACKTOWN • CAMPBELLTOWN • CARINGBAH SUPACENTA • CHATSWOOD CHASE • GORDON CENTRE • LIVERPOOL MEGACENTA • MOORE PARK SUPACENTA • PENRITH SUPERSTORE NOW OPEN • WILEY PARK **NSW COUNTRY** • ARMIDALE • BATHURST • COFFS HARBOUR • DENILQUIN • DUBBO • ERINA • GRAFTON • INVERELL • LISMORE • MAITLAND • MOREE • MUDGE • MOSS VALE • NEWCASTLE SUPERSTORE • NOWRA • ORANGE • PARKES • PORT MACQUARIE • TAMWORTH • TAREE • WAGGA WAGGA • WARRAWONG • YOUNG **ACT** • Fyshwick • WODEN PLAZA **BRISBANE METRO** • ASPLEY OPEN 7 DAYS • BROADWAY ON THE MALL OPENS AUGUST • CARINDALE • EVERTON PARK OPEN 7 DAYS • INDOOROOPIPLY NOW OPEN • MT GRAVATT • OXLEY OPEN 7 DAYS • GOLD COAST OPEN 7 DAYS • TWEED HEADS SOUTH OPEN 7 DAYS **QUEENSLAND COUNTRY** • NOOSAVILLE OPEN 7 DAYS • SUNSHINE COAST OPEN 7 DAYS • BUNDABERG • CAIRNS OPEN 7 DAYS • GLADSTONE OPEN 7 DAYS • MACKAY OPEN 7 DAYS • ROCKHAMPTON NORTH • TOOWOOMBA • TOWNSVILLE • WARWICK OPENS AUGUST **MELBOURNE SUPERSTORES** - OPEN 7 DAYS • DANDENONG • GREENSBOROUGH PLAZA • MARIBYRNONG • MOORABBIN • NUNAWADING • PRESTON **VICTORIA COUNTRY** - OPEN 7 DAYS • ALBURY • BALLARAT • BENDIGO • GEELONG • MILDURA • SHEPPARTON • TRARALGON • WARRNAMBOOL **ADELAIDE - SOUTH AUSTRALIA** • ENFIELD NOW OPEN • MARION OPEN MON-SAT **PERTH METRO** • CANNINGTON • JOONDALUP • O'CONNOR NOW OPEN • OSBORNE PARK • PORT KENNEDY **WESTERN AUSTRALIA COUNTRY** • ALBANY • BUNBURY • BUSSELTON • GERALDTON • KALGOORLIE • KARRATHA • PORT HEDLAND **NORTHERN TERRITORY** • DARWIN OPEN 7 DAYS **HOBART METRO** - OPEN 7 DAYS • HOBART CITY • GLENORCHY • ROSNY **TASMANIA COUNTRY** - OPEN 7 DAYS • LAUNCESTON • BURNIE • DEVONPORT • ULVERSTONE [www.harveynorman.com.au](http://www.harveynorman.com.au) The prices for goods shown in this advertisement are in Australian dollars and are GST inclusive. Some goods may not be on show or available at each Harvey Norman Franchised store.



# Competitions

This competition will close on the 15th October 2000

## CHASE THE EXPRESS

Under Siege 2 meets Syphon Filter!



Action, adventure, excitement and puzzle solving all meet head-on in the explosive new game Chase The Express! Battle an evil army of nasty terrorists that have taken over a moving train! It's Sony's biggest release this month, and to set things off with a blast they've given us five copies of the game to give away. The thrills, the spills, the motion sickness can be yours!

In order to win a copy of this impressive PlayStation release, all you have to do is answer the following question:

Which foreign high speed train will the Very Fast Train link between Sydney and Melbourne be based on?

Write the answer, along with your name and address on the back of an envelope and send it to:

### CHASE THE EXPRESS COMPETITION

C/O- Station Magazine  
78 Renwick St  
Redfern NSW 2016  
Australia

## TEAM BUDDIES

Madcap multiplayer mayhem!



Now you and up to three buddies can wage explosive wars against one another from the comfort of your own home, thanks to this new action game from Psygnosis. Use shotguns, bazookas, flame throwers and stealth bombers in a gaming experience which is exactly how you'd imagine a genocidal civil war in Legoland. It's more fun than a barrel of Cubans, and it could be yours to keep because we have five copies to give away!

All you have to do to win a copy of this multiplayer masterpiece is answer the following question:

What common household item would be more fun if it was inflatable?

Write your answer, along with your name and address on the back of an envelope and send it to:

### TEAM BUDDIES COMPETITION

C/O- Station Magazine  
78 Renwick St  
Redfern NSW 2016  
Australia

## STIMOROL GUM

It's gum. Chewing gum. It has real fruit for fruity goodness, and we're giving away a box of this fine product to five lucky readers. To sweeten the deal, we're also throwing in a free PlayStation game!

To win, all you have to do is find where else this image of Stimorol appears in the magazine, and write its exact location on the back of an envelope along with your name and address and send it to:

### STIMOROL COMPETITION

C/O- Station Magazine  
78 Renwick St  
Redfern NSW 2016  
Australia



AND THE WINNERS ARE...

JEDI POWER BATTLES COMP! MAJOR PRIZES! CHARLES GLASGOW (QLD), EMMA DAVIES (VIC), DEREK BROWN (NSW), SARAH CLARKE (NSW), SIMON HANISCH (SA)  
RUNNERS UP! RHYS EMMONS (WA), B MURPHY (ACT), QUOC NGUYEN (SA) JASON NEW (NSW), GUS CARROZZA (NSW)





# STAR TREK invasion



Follow orders from Lt. Commander Wort as you lead a squadron of elite fighter pilots into battle against fierce enemies.

Amazing graphics and effects will put you in realistic 3D combat. A huge selection of awesome weapons come in handy as you pilot a Valkyrie fighter or take the hot-seat to defend larger ships.

Play as a single player with squad support or go head-to-head with your friends in holo-space arenas.

## INTERGALACTIC COMBAT GOES WARP SPEED!



TM, ®, & © 2000 Paramount Pictures. All rights reserved. Star Trek and related marks are trademarks of Paramount Pictures. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. All rights reserved. ©2000 Activision, Inc. Activision is a registered trademark of Activision, Inc.



[www.activision.com](http://www.activision.com)

**ACTIVISION**





## Baraka

Not so much a conventional movie as stock footage elevated to an art form, *Baraka* is an extended video clip into the farthest reaches of the human psyche. Shot in 24 different countries around the world on 70mm film, it has no narrative at all, and instead sets out to capture the viewers' imagination with astounding imagery. There's some sort of message in there about Mankind's foolish tendency to damage the environment he is a part of, but it does not intrude on the film's efforts to captivate its audience.

Features: Dual ratio disc, Theatrical trailer, Two different making-of featurettes, Interviews with director Ron Fricke, producer Mark Magidson, composer Michael Stearns and supervising producer Alton Walpole.

**CONTENT: 7/10 DISC: 8/10**



## Dead Calm

Starring Sam Neill, Nicole Kidman, and Billy Zane this would have been both captivating and horrifying even if it wasn't meant to be a thriller. Neill is a veteran of cinematic horrors like *In The Mouth Of Madness* and *Bicentennial Man*, and is cast well as a naval officer trying to escape the memories of the recent death of his son with wife Kidman on the open sea. Nicole isn't bad for window dressing either, but the real star of this movie is Zane, playing the mutinous, murderous madman who killed his crew and has the molestation of Kidman at the top of his agenda. With next to no interaction from other characters, this is a psychological thriller of the first order.

Features: None.

**CONTENT: 7/10 DISC: 1/10**





### Girl, Interrupted

Susanna Kaysen (Winona Ryder) is diagnosed as a "borderline case." While the textbook definition of this is little more than being a highly promiscuous scatterbrain who may or may not kill themselves, in the 60's this meant being committed to a mental hospital for intense scrutiny and meaningful character interaction with the truly mad. Like Lisa (Angelina Jolie), the cool rebellious chick who turns out to be violent, dangerous, and, worst of all, insensitive to the feelings of others. *Girl, Interrupted* is top-heavy with metaphors, mostly about how society tries to diagnose the human condition as a disease.

Features: Dual layer disc, Theatrical trailer, Audio commentary by director James Mangold, Deleted scenes with optional director's commentary, Making-of featurette, Isolated soundtrack, talent profiles.

**CONTENT: 7/10 DISC: 9/10**



### Glory

What kind of movie has Matthew Broderick cast along side Denzel Washington and Morgan Freeman? Easy, a dramatisation of the story of the 54th Regiment, the first ever black military unit in the US army. The American civil war is an excellent backdrop for a story about triumph over the evil within us all, and military buffs should get a kick out of the authentic portrayal of epic land combat in the 19th century. *Glory* won three Academy Awards, though sadly none were for Broderick's uncanny performance as a foppish dandy.

Features: Dual layer disc, Deleted scenes, Audio Commentary by director Edward Zwick, Isolated soundtrack, Three different making-of documentaries, Theatrical trailer, Talent Profiles, Trailers for *The Bone Collector* and *Devil In A Blue Dress*.

**CONTENT: 8/10 DISC: 9/10**





DVD



### Goodbye Lover

Starring Don Johnson, Dermot Mulroney, the ultra-sexy Patricia Arquette, the do-able Mary-Louise Parker, and everybody's favourite lesbian Ellen DeGeneres, Goodbye Lover is an intelligent, sensuous and bastard-rich black comedy that has more double-crosses than Federal Parliament and more raunchiness than you can easily imagine. It starts as a bizarre love quadrangle at a respectable advertising agency, and ends up as a mad dash for double-indemnity insurance. Who will be the last non-murdered person standing? What does any of this have to do with The Sound Of Music? Or a church-going pianist who's a master with his organ? If you're a Noir fan you may just want to find out.

Features: Dual ratio disc.

CONTENT: 9/10 DISC: 5/10

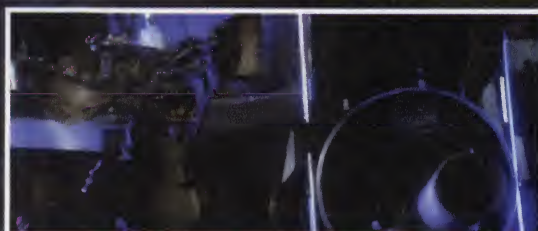
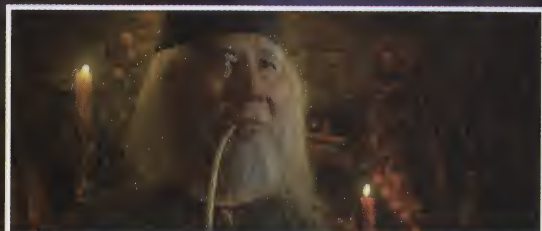


### Gremlins

On the surface this is just another special-effects laden family blockbuster chock full of adorable puppets and two dimensional characters. But director Joe Dante has created a tightly structured and symbolic critique of modern America's dependence on labour-saving gadgets. When a good-natured young cartoonist in a sleepy little American town gets a "mogwai" for Christmas, he finds that abuse of its use and care instructions soon results in an army of nocturnal creatures ransacking the neighborhood and turning the machinery of progress into instruments of torture. With numerous references to the 50s horror movies that inspired it, and a mostly speechless cast of villains that are more interested in doing evil things for the sake of it than advancing their own schemes, Gremlins is more watchable than ever.

Features: Dual layer disc.

CONTENT: 9/10 DISC: 5/10







### Midnight Run

Robert De Niro is Jack Walsh, ex cop and bounty hunter. Charles Grodin is Jonathan "The Duke" Mardukas, a mild-mannered yet smart-arsed accountant who's made the mistake of stealing \$15 million from the mob. The FBI want the Duke so he can testify. The Mafia want him so they can fit him for concrete boots. Walsh would like nothing better than to escape his life of life-threatening drudgery, and to do this he has less than a week to ferry the Duke from New York to LA to collect the hundred grand on his head. Of course Walsh and his charge have very different personalities, and the whole world is coming down on their heads, so how can hilarity not ensue?

Features: Dual layer disc

**CONTENT: 7/10 DISC: 5/10**



### The Searchers

Shot in glorious Technicolour(tm), this classic western features John Wayne in one of his most powerful roles. Wayne, the original cowboy with a gut, plays Ethan Edwards, veteran, rancher and all-around bad-arse. When Comanches burn his farm, kill his family and kidnap his niece for indoctrination into their degenerate and un-American nomadic lifestyle, he vows to stop at nothing to find her and bring her back. His quest takes him across the widest reaches of the North American continent and into the deepest recesses of despair. This isn't just a western, it's an odyssey into the very essence of humanity. It also has John Wayne blowing away injuns and cracking one-liners, so you can't go wrong.

Features: Dual ratio disc, Theatrical trailer

**CONTENT: 9/10 DISC: 6/10**







### VHS CENTRE: Batman Of The Future

The traditional vision of Batman depicts Gotham City's sworn defender defeating criminals and the criminally insane in the present day. But what if we were to turn the clock forward 50 years? This question is asked by the new animated series *Batman Of The Future* (broadcast as *Batman Beyond* in the US). The dark, gritty feel of Gotham is retained, and amplified by a veil of cyberpunk apathy and despair. To match the abilities of the technocriminals of the future, Batman has traded in his spandex for a computer-driven smart suit. He can now turn invisible, fly, see infra red and has the strength of ten men. The only problem is that the now octogenarian Bruce Wayne is too old to run around fighting crime, so he gets a high school kid called Terry McGinnis to do it for him. His errands include fighting killer androids, evil AI systems and radioactive executives. This series has just about everything you could want, and we'll be keeping a close eye on the movie when it comes out in the US later this year.



### ON THE WEB: [www.ukresistance.com](http://www.ukresistance.com)

A highly amusing and moderately thought provoking web site that challenges the corporate hype of the video games industry. It was founded by a gaming enthusiast disgusted with Sega's attempt to self-destruct via the mismanagement of the Dreamcast, but his attention is increasingly devoted to the PlayStation 2, and how Sony may not be entirely truthful about their intentions for the new machine. Most of his concerns apply to our market, such as the low priority Sony has given to shipping PAL machines, and even the Britain-specific ramblings are still fun to read anyway.

Do you want one? Well you can't fucking have one. Ha!



### ANIME CENTRE: Neon Genesis Evangelion

If you haven't checked this one out yet, then you really should get a move on. It's a rare thing when a decent anime series is released locally in subtitled form, and when it's one of the best TV shows ever, then all the better!

Join the adventures of Shinji Ikari, troubled adolescent who is selected to pilot a gigantic Eva robot against the mysterious beings known as "Angels" (which resemble the prizes found inside Kinder Surprises). Featuring high levels of action, despondancy and fan service, *Evangelion* represents the zenith of animated entertainment.

If there's any reason to hold back on your inevitable purchase of this fine series, it's that the local release of the first DVD has been confirmed for November. If the PS2 is your first venture into the world of DVDs, then what could be a better title to kick off your collection?





# Hot Price on Hot Games

**The Fifth Element (M15+).**  
Every five thousand years, the universe needs a hero...

9191629



**Porsche Challenge (G).**  
Straight from the arcade to you, complete with day and night racing.

9187424

## \$24<sup>95</sup> each

**Anna Kournikova's Smash Court Tennis (G).**  
Over 20 characters, a variety of surfaces and shots ranging from topspin lobbs to kick serves. 9190226




**Speed Freaks (G).**  
Gear up for some super-fast racing action. Kids of all ages will love the thrill of speed freaks!

9189428

# Harvey Norman

THE COMPUTER SPECIALISTS

[www.harveynorman.com.au](http://www.harveynorman.com.au)

**SHOP ON THE WEB**  **Harvey Norman**

**SYDNEY METRO** • AUBURN SUPERSTORE • BALGOWLAH SUPERSTORE • BLACKTOWN • CAMPBELLTOWN • CARINGBAH SUPACENTA • CHATSWOOD CHASE • GORDON CENTRE • LIVERPOOL MEGACENTA • MOORE PARK SUPACENTA • PENRITH SUPERSTORE NOW OPEN • WILEY PARK NSW COUNTRY • ARMIDALE • BATHURST • COFFS HARBOUR • DENILIQUIN • DUBBO • ERINA • GRAFTON • INVERELL • LISMORE • MAITLAND • MOREE • MUDGEE • MOSS VALE • NEWCASTLE SUPERSTORE • NOWRA • ORANGE • PARKES • PORT MACQUARIE • TAMWORTH • TAREE • WAGGA WAGGA • WARRAWONG • YOUNG ACT • FYSHWICK • WODEN PLAZA **BRISBANE METRO** • ASPLEY OPEN 7 DAYS • BROADWAY ON THE MALL OPENS AUGUST • CARINDALE • EVERTON PARK OPEN 7 DAYS • INDOOROOPILLY NOW OPEN • MT GRAVATT • OXLEY OPEN 7 DAYS • GOLD COAST OPEN 7 DAYS • TWEED HEADS SOUTH OPEN 7 DAYS **QUEENSLAND COUNTRY** • NOOSAVILLE OPEN 7 DAYS • SUNSHINE COAST OPEN 7 DAYS • DANDENONG • GREENSBOROUGH PLAZA • MARIBYRNONG • MOORABBIN • NUNAWADING • PRESTON **VICTORIA COUNTRY** • OPEN 7 DAYS • ALBURY • BALLARAT • BENDIGO OPENS AUGUST **MELBOURNE SUPERSTORES** • OPEN 7 DAYS • DANDENONG • GREENSBOROUGH PLAZA • MARIBYRNONG • MOORABBIN • NUNAWADING • PRESTON **VICTORIA COUNTRY** • OPEN 7 DAYS • ALBURY • BALLARAT • BENDIGO • GEELONG • MILDURA • SHEPPARTON • TRARALGON • WARRNAMBOOL **ADELAIDE** • SOUTH AUSTRALIA • ENFIELD NOW OPEN • MARION OPEN MON-SAT **PERTH METRO** • CANNINGTON • JOONDALUP • O'CONNOR NOW OPEN • OSBORNE PARK • PORT KENNEDY **WESTERN AUSTRALIA COUNTRY** • ALBANY • BUNBURY • BUSSELTON • GERALDTON • KALGOORLIE • KARRATHA • PORT HEDLAND **NORTHERN TERRITORY** • DARWIN OPEN 7 DAYS **HOBART METRO** • OPEN 7 DAYS • HOBART CITY • GLENORCHY • ROSNY **TASMANIA COUNTRY** • OPEN 7 DAYS • LAUNCESTON • BURNIE • DEVONPORT • ULVERSTONE The prices for goods shown in this advertisement are in Australian dollars and are GST inclusive. Some goods may not be on show or available at each Harvey Norman Franchised store.



# METAL GEAR SOLID 2

## PS2 FACTS

■ Publisher  
Konami

■ Developer  
KCEI West

■ Genre  
Action/Adventure

■ Release Date  
2001

■ Players  
One

## PROGRESS REPORT

### Positive Points

- ◆ Jaw-dropping military choreography
- ◆ Excellent style and artistic direction
- ◆ Solid Snake is bad-ass

### Negative Points

- ◆ Treble-heavy machine gun effects are about the worst thing about it



*This is the crucial stage in the game where having put some metal in the microwave by mistake, you must flee the resulting explosions*



*Solid Snake is big on correct thunderstorm safety*

**M**etal Gear Solid needs no introduction. Its reputation within the industry as one of the singularly most innovative games of the 32-bit era is preceded only by the masses of mainstream and hardcore fans who gush with automatic thoughts on their shared experiences in virtual espionage.

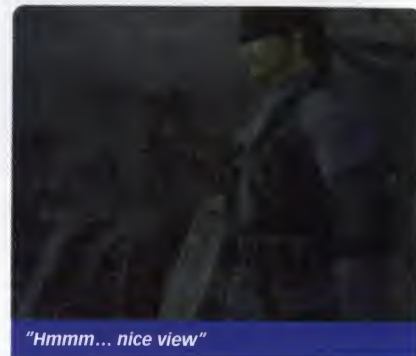
Not unexpectedly, Metal Gear Solid 2: Sons of Liberty is one hell of a highly anticipated game. Never mind the predictable media hoopla and hype that surrounded its E3 debut earlier this year - as a game by itself, the game promises to resolve the massive bombshell that was dropped at the conclusion of the previous chapter: that Liquid Snake is not the only brother, and that the genome conspiracy

reaches as far as the American presidency.

No, this is not some wannabe X-Files rip-off where the President authorised some terrible operation, if that's what some of you newbies are thinking. The President IS one of the brothers.

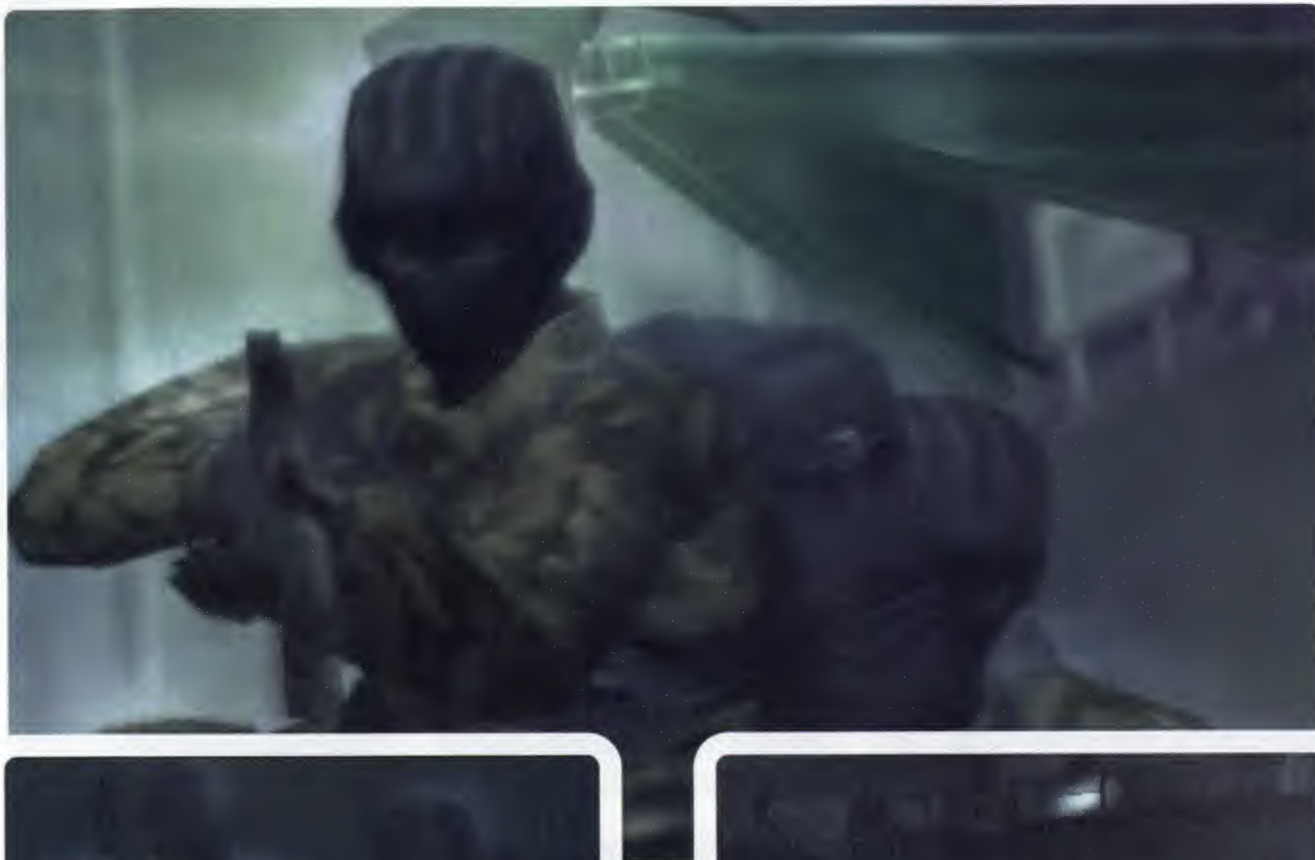
But that's not the only reason we're excited about this sequel. Truth be told, even though games like Ridge Racer V and Tekken Tag Tournament are extremely playable, they don't represent much of a change in design or gameplay. Great for kids and some mainstreamers, yes, but a little insulting to the taste and intelligence of even just this current generation of gamers.

Metal Gear Solid 2 looks to be a "real" sequel



*"Hmmm... nice view"*





*"Man, can you help me? My night vision scope slipped again"*



*Snake gets in touch with his angsty side*

- with an actual advance in the storyline, and discernible improvements and additional features to the gameplay. The visual improvements offered by the PlayStation 2 is also a big help, and it appears to be the first game to make use of the PlayStation 2's impressive line of next-gen talents. At the very

least, Metal Gear Solid 2 is shaping to be the first PlayStation 2 game that you can look at, then confidently stand up and say "there's no chance in hell any other system can do that". Not even my Athlon 1GHz with a GeForce 2.

This is also as distinct from franchises that are going to beat the dying PSX horse for all its worth. Dino Crisis 2 and Tony Hawk 2? On PlayStation 1? Come on. You don't honestly expect to be THAT blown away, do you?

The new footage that's been made available of Metal Gear Solid 2 is a real heart-stopper. No amount of superlatives can do justice to exactly how fantastic the game looks, save to say that I've watched through it about twelve times already, and I'm still not sick of it.

Here's the story that's been revealed so far. The Metal Gear Rex is no longer a secret. Since the conclusion of Metal Gear Solid, its technology has been traded between nations quite rapidly through the black market, meaning that any industrialised country can have one of those

incredible robots of war. In response, a new Metal Gear was designed to neutralise the Rex models.

This new Metal Gear is the focus of the story. The technology is still secret, it's being covertly transported by ship into New York, and a military team is trying to capture it. Solid Snake's role in



*Gee, I wonder if they'll see you, Snake...*



*Where do they go? They go up*





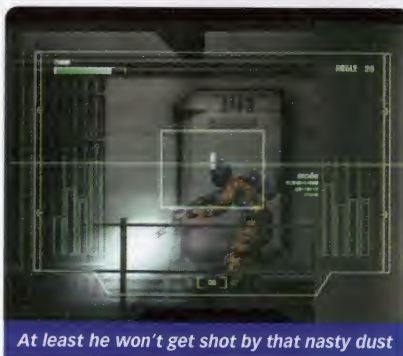
It seems this guy would rather confuse you with his light than shoot



"My name is Snake, and I'm an alcoholic"



These guys must like lightning too



At least he won't get shot by that nasty dust



"Spread out, men! Don't cover your backs!"



Nothing but net



Try shooting at the legs, Snake



the game is to ensure the Metal Gear doesn't fall into the wrong hands. His return is accompanied by a few other familiar faces - Otacon and Revolver Ocelot, who's sporting two hands once more.

The initial footage places you on the ship's deck with Snake. Rain is bucketing down on him, and it looks unbelievably real. We're not talking about some cheap texture overlay - we're talking about each and every particle of rain rendered and animated in real-time. As you watch Snake crawling and sneaking his way to the side entrance, the individual raindrops can be seen splashing against his clothes - wind also blowing pockets of rain into the side of the cabin, giving it that wave effect you see on the ground during torrential rain.

Inside the ship is a completely different story. The interior architecture is brilliantly complex, where the dim lighting allows the game to show off the PS2's impressive real-time lighting effects. Guards patrol every corner, the flashlights from their assault rifles casting tell-tale shadows across the ground for you to detect. A close eye has to be kept on Snake's own shadow - if it creeps too far around any

corner, a guard beyond your field of vision just might see it.

Amidst the brilliantly orchestrated military maneuvers (the soldiers have complex hand signals and side-step warily through each room), one can't help but notice all the tiny little details that show how much effort has been put into coding the game.

During the blazing shoot-outs, bullet casings can be seen bouncing all over the ground as splatterings of blood smear across the walls with each fallen soldier. A shoot-out in the kitchen will end up shattering dozens of glass jars just like in a John Woo movie, knocking over boxes of potatoes and spilling cooking fluids all over the ground. Another shoot-out by a stairwell will also see several bullets puncture a glass panel, which ultimately shatters into thousands of tiny shard of glass that rain over Snake as he crouches beneath it. Not even an unassuming fern is safe - a wayward bullet can shear off a singular leaf from the plant... which has us wondering if this is overkill. Still, they're on schedule to complete the game, so we're not complaining.

There are so many subtle details in this game





"How do you get into those pants?"



No, the legs. The LEGS



"He'll be watching that dusty corner for hours"

that it's impossible not to be a little excited about it. Snake, for instance, will always pull some facial expression with each move. Nevermind the predictable gritty teeth when he's firing his machine gun, he'll even bite his lip when checking what's around the corner; or squint ever so slightly as he casually reaches for an extra clip in his back pocket.

Bottom line, Metal Gear Solid 2 is the juggernaut everyone has their eyes on. Yes, the race is on for developers to create the first triple A titles for the PlayStation 2. And yes, the race

has been on for a good few months as far as this 128-generation 'console war' is concerned. The Sega Dreamcast doesn't pose much of a threat with its meagre 30,000 Australian user base (a most generous estimate), but the X-Box and Starcube certainly do. One great game like Metal Gear Solid 2 could make all the difference. Whether you're a system advocate or just someone who wants to play the best games, this is a game worth hoping and praying about.

Kevin Cheung

## WHO'S HIDEO?

Who's Hideo?

Hideo Kojima is the brains behind the Metal Gear saga, having as much hands-on creative control over his games as other titans in the field like Shigeru Miyamoto, Peter Molyneux and Hironobu Sakaguchi. He leads his own team of developers within Konami's KCEJ West division. To the Western world, his previous works have all been Metal Gear-related. The first two Metal Gear games appeared on the MSX, and were later ported to Nintendo's 8-bit NES. Hideo also created a cyberpunk thriller called The Snatcher for Sega's Mega-CD. Unfortunately, it was never released in the West partly due to the controversy surrounding the game's portrayal of violence.

So what else is Mr. Kojima working on? A groovy little number for the PS2 called Zone of Enders - or ZOE for short. It's being worked on by the same team that's developing MGS2, with character designs by Yoji Shinkawa and mecha designs by the same person behind Gundam and Brain Powered. Did someone say "mecha"? Yes that's right - ZOE looks like Neon Genesis Evangelion on steroids with its fluid flying mecha. ZOE is yet another big project from Mr. Kojima to look out for.

## THE MATRIX WAS ONLY THE BEGINNING?

Metal Gear Solid 2 is pushing new boundaries everywhere, and it's not just in terms of technical or graphical excellence. A great deal of cinematic direction has been factored into the game. Like The Matrix, this game is more proof of the tangible combination that can be made between special effects and traditional Hollywood filmmaking. That's as opposed to the 99% CG guff of The Phantom Menace. In one particular scene, Snake is in a shoot out with the leader of the invading team. The amazing choreography could seriously put most action films to shame as she deftly fires a projectile at Snake (complete with heat-trails and motion blur) while catching her gun and taking aim. The battle that ensues takes place in the rain, complete with a giant canvass flapping around in the gale as a distraction.





# ONI

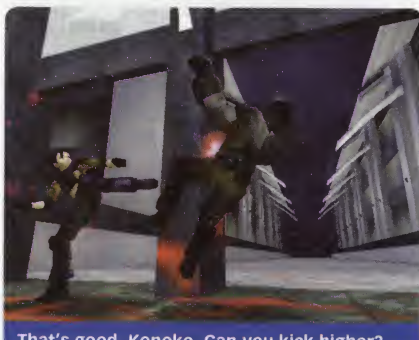
She's got the devil inside.

## PS2 FACTS

- Publisher  
Jack Of All Games
- Developer  
Bungee
- Genre  
Action
- Release Date  
November 2000
- Players  
One

## PROGRESS REPORT

- Positive Points**
- ◆ Cool character designs
  - ◆ Intriguing hybrid combat system
- Negative Points**
- ◆ Could be a bit shallow



That's good, Konoko. Can you kick higher?



Ahhh, excellent



Haircut Fighter 2000



Look out! It's a Darth Vader wannabe!

This novel new action/adventure game from Bungee is already looking like being unique among the PS2s launch titles. Borrowing heavily from anime classics like *Bubblegum Crisis* and *Ghost In The Shell*, it paints a grim dystopian picture of Tokyo where crime is out of control and robots threaten our lives as well as our jobs. Tearing through the streets to the rescue of all that is good and decent is Konoko, not merely an elite purple-haired cop, more of a one-woman SWAT team.

The most significant way that *Oni* differs from games that have gone before is in the way it has combined hand-to-hand combat with weapon use. Konoko can either belt her enemies senseless with a wide array of move combos, or take them out at a distance with an impressive battery of firearms.

While this combination of gameplay styles may have been attempted before, early reports on *Oni* seem to suggest that they've finally got the mix right. The player can also use vehicles to explore the cavernous game environments, and face off against corporate goons, giant robots, and even demons.

The other striking thing about *Oni* is the visual style used. All the character designs have been styled after Japanese cel animation, and all of the buildings and environments were designed by real architects to add to their authenticity. *Oni* was developed simultaneously for PC and PS2, a strategy widespread among progressive software houses. Even if you're not that into Japanese cartoon shows, the futuristic setting should have universal appeal. We'll be keeping a close eye on this one as PS2 launch draws near.





# SUMMONER

Swords, sorcery and ten-strings

## PS2 FACTS

■ Publisher  
THQ

■ Developer  
Volition

■ Genre  
RPG

■ Release Date  
November 2000

■ Players  
One

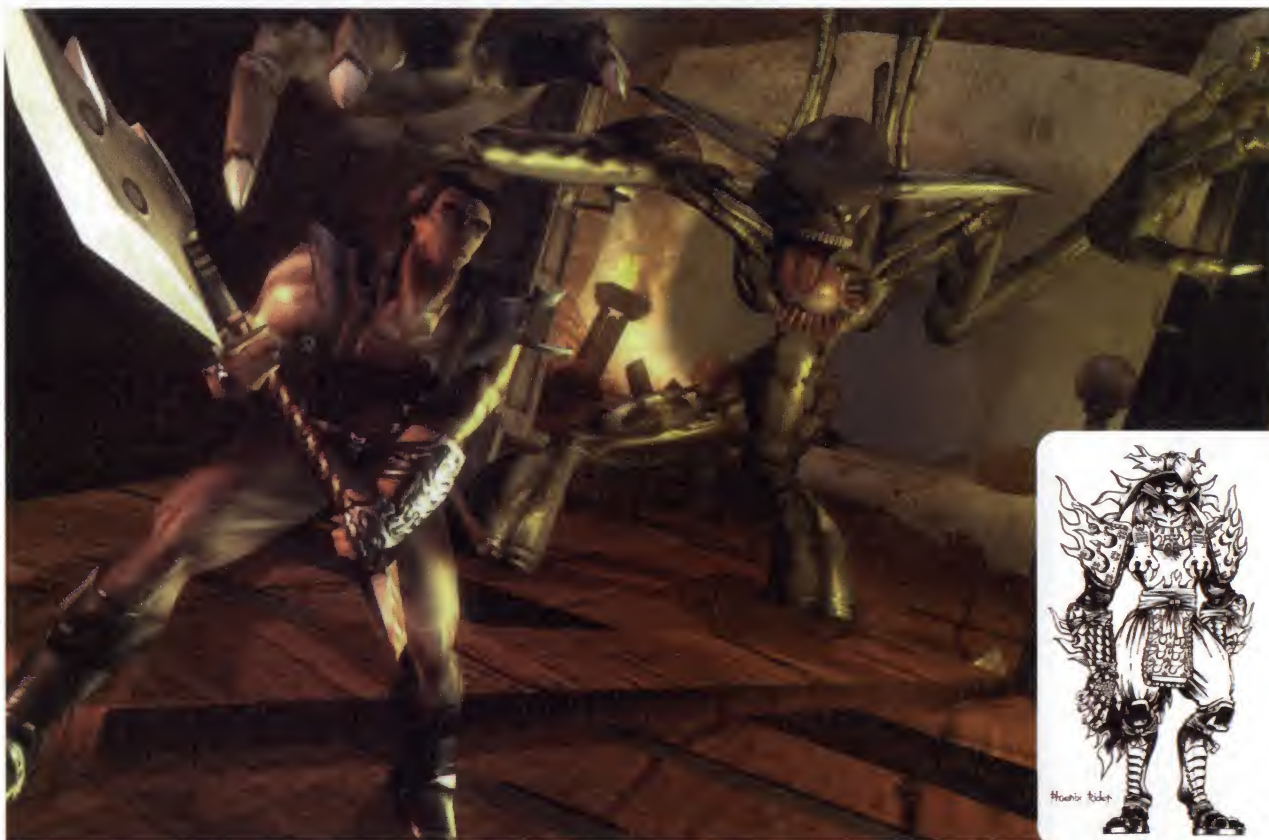
## PROGRESS REPORT

### Positive Points

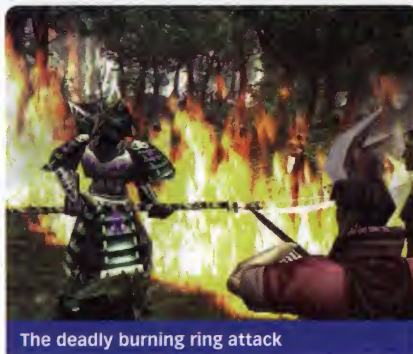
- ◆ Stunning textures
- ◆ Excellent combat system

### Negative Points

- ◆ Graphics possibly too ambitious



RPG fans won't have to sit on their hands until Final Fantasy X comes out, as THQ's first PlayStation 2 game is a monster right out of the starting gate. Inspired at least in part by The Lord Of The Rings, Summoner bids the player to quest through the furthest reaches of a vast fantasy world on a quest



The deadly burning ring attack



That'll teach you to wear polyester



Just what kind of fantasy is this?

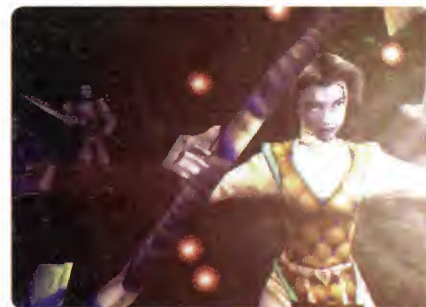
for magical rings crafted by the ancient Khosani. When used by those who have "the gift," they can call forth dragons, demons and elementals, but since the forces at work are almost impossible to control, they represent something of a threat to the public good.

This doesn't stop you, the player, from using them to further your quest. Most of the attention directed towards this game so far seems to concern the combat system. The special effects called forth when you use magic or summon a creature are quite impressive, and the melee uses an interesting hybrid of real-time and strategy factors. You can link your attacks together by judicious timing, creating devastating multi-hit combos not unlike those in Vagrant Story.

The game world is, of course, immense, and there is a great deal of dungeon crawling and city exploring that stands between the player

and victory. Every surface is blanketed with highly detailed textures, and despite all the detail the game will run at 30 frames per second, more than enough for smooth gameplay.

How Summoner fares against the traditional kingpins of RPGs is yet to be seen, but by all accounts so far there's no reason to doubt this sprawling adventure will be a hit from day one.





# SPIN SPRINT CAR RACING

Devil-may-care speedway action

## PS2 FACTS

■ Publisher  
Sony

■ Developer  
Ratbag

■ Genre  
Racing

■ Release Date  
Late 2000

■ Players  
One or Two

## PROGRESS REPORT

### Positive Points

- ◆ It's from Australia!
- ◆ Madcap antics

### Negative Points

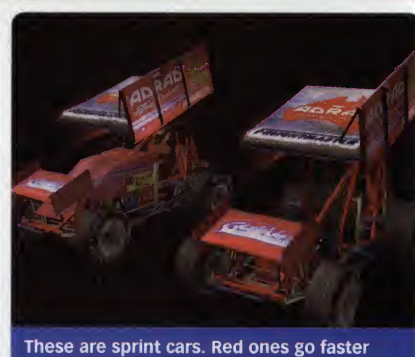
- ◆ Could be drowned out by GT 2000 hype



Always on the fringes of Australian society, but always visible thanks to countless ads for speedways is the practice of sprint car racing. Massively overpowered vehicles, sprint cars have power to weight ratios similar that of formula one racers, but thanks to the confined spaces in which they're raced and the knockabout attitude of the industry, they're far more likely to crash into walls and each other. Indeed, TV advertising for the sport will typically show a string of footage of them bashing off each other before one loses control and goes pinwheeling through the air.



Still, it's a nice track, isn't it?



These are sprint cars. Red ones go faster



Well, the game isn't finished yet

This classic past-time of ours might have gone unnoticed on the PlayStation 2 were it not for the dedicated team of programmers at Ratbag Studios. This Adelaide developer was one of the first software companies in the world to get approval from Sony to work on the PS2, and the high quality of the products they've already developed for PC was enough to convince Sony to let them loose on the development tools. Ratbag are also working on a 1st/3rd person shooter for the PS2, but at this stage it isn't due out until next year.

In the mean time it will be interesting to see how well Spin exploits the physics modeling potential of the PS2 to accurately re-create the unique spectacle of modern science that is the sprint car. The conflicting forces between the track, the car, and the giant metal fins on their roofs are bound to make for some spectacular gaming.



You can see what these guys dream about





# the getaway

It's like The Bill would be if anything ever happened

## PS2 FACTS

- Publisher  
Sony
- Developer  
Studio Soho
- Genre  
Driving
- Release Date  
November 2000
- Players  
One

## PROGRESS REPORT

### Positive Points

- ◆ Huge environment to play in
- ◆ Takes Driver concept to new heights

### Negative Points

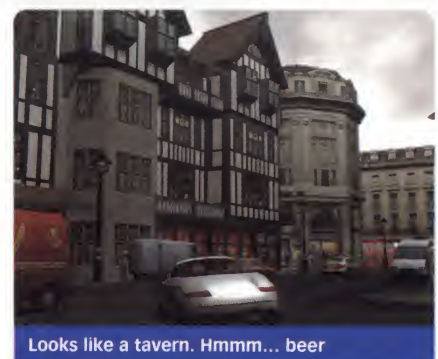
- ◆ Could be too British for its own good



It's the filth!

It's being touted as Grand Theft Auto 3D, but this new driving action title from Studio Soho looks like it'll leave all previous games in the genre for dead. In the past games like Driver have recreated famous cities by simulating simplified impressions of their street maps that are only a fraction of their real size and leaving most of the detail out. But The Getaway development team have accurately modeled 70 square kilometres of downtown London right down to every last post box. Cruising these streets are accurate models of dozens of different makes of real vehicles. The impression given is that overall this game is a giant step towards the goal of a simulation of a living, breathing city.

Not that they're letting realism get in the way of making the game fun to play. The game model will be similar to that of Driver, only with more outrageous stunts at the disposal of the drivers. Driving along on two wheels, that sort of thing. In all likelihood you'll be able to emulate the zany moving violations from The Italian Job. The game will be mission based, as you play a driver from the London underworld who's desire to escape his criminal past is overridden by the necessity of saving his kidnapped son. It looks like they've set out to capture that certain essence of the cinematic car chase, and it looks like they'll succeed.



Looks like a tavern. Hmmm... beer



Ain't nothing like a rear-ender



Who wants to blow up a panda?



# SMUGGLERS RUN

Get ready for a dune buggy attack!

## PS2 FACTS

- Publisher  
Rockstar
- Developer  
Angel Studios
- Genre  
Racing
- Release Date  
November 2000
- Players  
One or Two

## PROGRESS REPORT

- Positive Points**
- ◆ Amazing physics engine
  - ◆ Huge landscapes to explore
- Negative Points**
- ◆ Gameplay could be too simplistic



Another driving game from Rockstar, this one focuses more on vast rural landscapes. Huge areas of overland terrain have been recreated, out of the way places where smugglers ply their trade. The player becomes one such smuggler of nasty contraband (I wonder if they actually call it "drugs" in the game?), and you have to navigate vast distances to fulfil your complex missions like "pick up the stuff" and "drop off the stuff." The authorities and rival smuggling groups will constantly be on your case, so once again the spirit of GTA has transcended to the PS2. To their credit



Here he comes, here comes Speed Racer



He's a demon on wheels



Crates. Look for them in games of quality

the developers have added a variety of multiplayer options, including co-operative modes and capture the flag.

Where Smugglers Run really excels is in the driving physics on display. Neither fully realistic nor fully "arcade" in nature, the modeling employed is just convincing enough to make you think you're really there, but not so advanced that you flip your car every time you hit a cactus.

The oversized suspension systems on the vehicles you can drive are all simulated with all of their moving parts on display, and there'll be plenty of barns to drive through and fences to smash in your pursuit of a fast buck.

The question on our minds though is what they've done to make the AI respond to this game environment. Just how will the CPU react when you try to head him off at the pass?



I drive a truck



We'll scale it on the most difficult face





# time splitters

A new FPS from the makers of Goldeneye

## PS2 FACTS

- Publisher  
Eidos
- Developer  
Free Radical Design
- Genre  
Shooter
- Release Date  
November 2000
- Players  
One to Four

## PROGRESS REPORT

### Positive Points

- ◆ Amazingly smooth graphics
- ◆ A wealth of options

### Negative Points

- ◆ Gameplay may lack the complexity of more cerebral shooters like Unreal Tournament.



"We are the robots"



Behold, four player split-screen 70s action



"Mind if we have a bite?"



"I don't like you either"

**T**here's been a dearth of first person shooters on the PlayStation. Even the occasional hit like Medal Of Honor is subject to the PSXs technical limitations, and in the console stakes the N64 has been the only place for gamers to go for deathmatch action. This disparity will finally be reversed with the release of the PlayStation 2, as one of the launch titles will be a FPS bombshell. This new game is from a startup founded by the team that created Goldeneye, one of the most influential FPSs ever.

Time Splitters will be a first person shooter set across a century of human history, where Tommy-Gun toting gangsters can slug it out with laser wielding cyborgs from the near future. Top hats, bell bottoms and spandex all on the screen at once; sounds intimidating, doesn't it? There'll be a huge battery of weapons to use, both real and imagined, and some innovative gameplay modes. It looks like a game developer has finally just decided to throw everything in the mix and see how it turns out.

But the thing that's impressed us the most

so far is the speed and fluidity with which the game runs. Four player split screen play is solid as a rock, and looks like four TVs playing action movies have been strapped together, a far cry from the cramped levels and grainy textures of Quake 2 on the PSX.

On top of the wealth of options and the robustness of the code, what really impresses us about Time Splitters is the distinct visual look that's been adopted it looks like the character designers were given specific instructions to make everything look "as funky as possible." It looks like we'll all be buying our PS2 multitaps sooner than we thought...





# DROPSHIP

Thunderbirds are go!

## PS2 FACTS

■ Publisher  
Sony

■ Developer  
Psygnosis

■ Genre  
Real Time Strategy

■ Release Date  
Late 2000

■ Players  
One

## PROGRESS REPORT

### Positive Points

- ◆ Amazing visuals
- ◆ Huge potential for depth

### Negative Points

- ◆ Could be too simplistic



Now that 3D graphics technology is moving ahead in leaps and bounds, the decade old genre of the real time strategy game is undergoing something of a rebirth. The PC has been flooded with high quality RTS titles in the past couple of years that have made a fundamental shift to 3D combat, and the PS2 will soon be getting its fair share of this bounty.



The express elevator to Hell



Bomb the base



"Red leader standing by"



I'm sure he knows what he's doing



Loading cargo...

At the forefront of this push is Dropship, a RTS that intends to straddle the globe with its vision of the future of war. It's sort of like a cross between Command & Conquer and Thunderbirds, in that you have a fleet of dropships at your disposal that act like Thunderbird 2 ferrying your troops and tanks all over the planet. Flying as escort with these cargo planes are fighter dropships, emulating the role of Thunderbird 1. From the impressive visuals we've seen so far it looks like this could

be a very cool piece of warez indeed, combining strategy with arcade combat elements.

While we could be asking all manner of pertinent questions like how much fun the game actually is to play, we're most curious as to how Dropship will fare against the officially licensed Thunderbirds game that's coming to PS2 next year. The genre could be done to death by the time Gerry Anderson gets his mits on it.





# WIPEOUT FUSION

It just keeps getting faster!

## PS2 FACTS

- Publisher  
Sony
- Developer  
Psygnosis
- Genre  
Racing
- Release Date  
March 2001
- Players  
One or Two

## PROGRESS REPORT

**Positive Points**  
◆ Brain-damagingly good graphics  
◆ Awesome sensation of speed

**Negative Points**  
◆ The wait will be unbearable



The Feisar ship's winning? That isn't right...



That's better, I guess...



Some of the architecture to look forward to



Man, what a re-draw point



The latest and greatest version of the PlayStation's signature racing series has been wowing fan and skeptic alike with its impressive metamorphosis to the PS2. While at first it may seem to be just another "me-too" product, ported across to the new system to make a quick buck off brand recognition, the development team have actually given the PS2 hardware a real workout, and pushed the genre into exciting new areas.

For starters, the game runs at a rock solid 60 frames per second, ensuring utterly fluid racing.

While visibility was intentionally limited in past Wipeouts due to the memory restrictions of the machine, now vast panoramas open up before the player. And where before racing meant driving around the track with little or no choice over your path, now parts of the racing circuits will be destructible allowing access to sealed off areas, or even cross country travel. The track shapes themselves are more fluid than ever before, allowing for new features like wholly transparent racing surfaces, and each team's fluorescent rocket trails now reflect off each other's ships as well as the track. Plus there will

be the usual increase in racing teams, weapons, ships on track and the rest of it.

The only problem with Wipeout Fusion is that it won't be a launch title; it's not due for release until March next year. Considering the typical purchaser of this game will be a fan of the series and willing to wait for a refined, perfect version of the game, this is more than acceptable. One interesting piece of news is that the US version could be out before the European version, which is unusual for a game developed in the UK. If this is the case we'll get our Detroit correspondent to do an exclusive review over the wire.



# PS2 FAQ

Your questions about the PlayStation 2 answered



**Q - When will the PS2 be going on sale?**

A - The 30th of November.

**Q - How much will it cost?**

A - \$749.

**Q - What? I thought it'd be cheaper. Why the increase?**

A - This can largely be attributed to our weak dollar. You're lucky to get 60 US cents for one these days.

**Q - Will you be able to buy it online?**

A - Yes. Following the lead of Sony Computer Entertainment Japan, SCE Australia will be taking pre-orders and selling units online via PlayStation.com.

**Q - How much will the games cost?**

A - Around \$90. Maybe \$100.

**Q - Will my old PlayStation games work in**

**the PS2? Will they look any better?**

A - Yes and maybe. The PS2 is fully backwards compatible with the PSX, and it does offer the option of using the PS2s increased power to make graphics look smoother and speed up loading times, but the effectiveness of this will vary from game to game.

**Q - Will my old PlayStation controllers and other peripherals work with the PS2?**

A - Yes. The difference will be that you won't be able to take advantage of the analogue button functionality introduced with the Dual Shock 2, the PS2s standard controller. PSX memory cards will only work on PSX games, and PS2 memory cards will only work with PS2 games.

**Q - Will you be able to get a normal remote control for use when you play DVDs in it?**

A - Yes. Several third party models will be available at launch.

**Q - Will you be able to use the internet on it? What about online gaming?**

A - There will be an add-on released next year incorporating a cable modem and a 50 gigabyte hard drive. This will make web browsing and online gaming possible. Of course, how useful it will be will depend on the rollout of the local broadband network, which is moving painfully slowly at the moment.

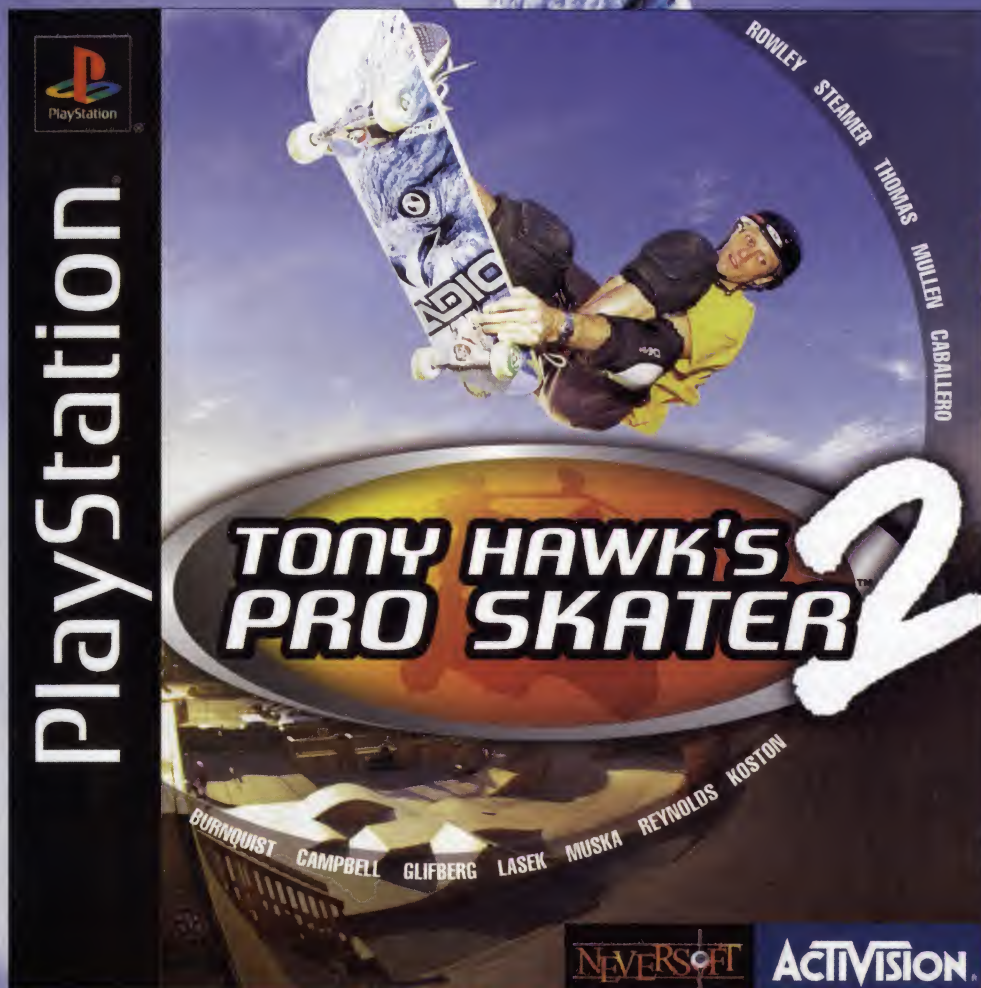
**Q - When's Gran Turismo 2000 coming out?**

A - Sony tell us February next year.





# BOARD?



**\$79<sup>95</sup>**

**Tony Hawk's Pro Skater 2 PSX (G8+).**

Skate some of the most legendary spots in the world, or create your own parks to rule. Play as Tony Hawk, any of the pro riders from the original game, one of three new skaters or a character of your own creation. 4231PSX

**EXCLUSIVE  
TO HARVEY NORMAN†  
PRE-ORDER NOW & RECEIVE CD VIDEO  
FOOTAGE OF TONY HAWK  
PERFORMING A 900°!**

**Harvey Norman**  
THE COMPUTER SPECIALISTS

**SOFTWARE  
PRICE  
GUARANTEE\***

[www.harveynorman.com.au](http://www.harveynorman.com.au)  
**SHOP ON  
THE WEB** **Harvey Norman  
ONLINE**

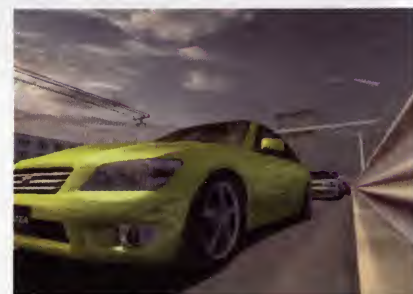
**SYDNEY METRO** • AUBURN SUPERSTORE • BALGOWLAH SUPERSTORE • BLACKTOWN • CAMPBELLTOWN • CARINGBAH SUPACENTA • CHATSWOOD CHASE • GORDON CENTRE • LIVERPOOL MEGACENTA • MOORE PARK SUPACENTA • NRITH SUPERSTORE NOW OPEN • WILEY PARK **NSW COUNTRY** • ARMIDALE • BATHURST • COFFS HARBOUR • DENILIQUIN • DUBBO • ERINA • GRAFTON • INVERELL • LISMORE • MAITLAND • MOREE • MUDGEE • MOSS VALE • NEWCASTLE SUPERSTORE • NOWRA • ORANGE • PARKES • PORT MACQUARIE • TAMWORTH • TAREE • WAGGA WAGGA • WARRAWONG • YOUNG **ACT** • Fyshwick • WODEN PLAZA **BRISBANE METRO** • ASPLEY OPEN 7 DAYS • BROADWAY ON THE MALL OPENS AUGUST • CARINDALE • EVERTON PARK OPEN 7 DAYS • INDOOROOPILLY NOW OPEN • MT GRAVATT • OXLEY OPEN 7 DAYS • GOLD COAST OPEN 7 DAYS • TWEED HEADS SOUTH OPEN 7 DAYS **QUEENSLAND COUNTRY** • NOOSAVILLE OPEN 7 DAYS • SUNSHINE COAST OPEN 7 DAYS • BUNDEBERG • CAIRNS OPEN 7 DAYS • GLADSTONE OPEN 7 DAYS • MACKAY OPEN 7 DAYS • ROCKHAMPTON NORTH • TOOWOOMBA • TOWNSVILLE • WARWICK OPENS AUGUST **MELBOURNE SUPERSTORES** - OPEN 7 DAYS • DANDENONG • GREENSBOROUGH PLAZA • MARIBYRNONG • MOORABBIN • NUNAWADING • PRESTON **VICTORIA COUNTRY** - OPEN 7 DAYS • ALBURY • BALLARAT • BENDIGO • GEELONG • MILDURA • SHEPPARTON • TRARALGON • WARRNAMBOOL **ADELAIDE** - **SOUTH AUSTRALIA** • ENFIELD NOW OPEN • MARION OPEN MON-SAT **PERTH METRO** • CANNINGTON • JOONDALUP • O'CONNOR NOW OPEN • OSBORNE PARK • PORT KENNEDY **WESTERN AUSTRALIA COUNTRY** • ALBANY • BUNBURY • BUSSELTON • GERALDTON • KALGOORLIE • KARRATHA • PORT HEDLAND **NORTHERN TERRITORY** • DARWIN OPEN 7 DAYS **HOBART METRO** - OPEN 7 DAYS • HOBART CITY • GLENORCHY • ROSNY **TASMANIA COUNTRY** - OPEN 7 DAYS • LAUNCESTON • BURNIE • DEVONPORT • ULVERSTONE [www.harveynorman.com.au](http://www.harveynorman.com.au) \*We will match any retailer's price on a like software item. The software item must be in stock. An original copy of an advertisement for the software item must be presented, including price. The advertisement must be current. This does not include mail-order catalogues or Internet sites. Pricing presented must be in Australian dollars. †Terms and conditions apply. See stores for details. The prices for goods shown in this advertisement are in Australian dollars and are GST inclusive. Some goods may not be on show or available at each Harvey Norman Franchised store.



# PS2 RELEASE SCHEDULE

The following list should answer a few of your questions about the software lineup for the PlayStation 2. Titles marked launch should be available on or just after November 30 this year. Please note that this list is not final, as some titles may slip in or out without notice. This list will become more refined as the launch date approaches, and Sony have promised that we'll have more than 40 games to choose from by the end of the year, which isn't bad.

GAME TITLE	GENRE	DEVELOPER	RELEASE
Armored Core 2	Action	Agetec	Launch
Dynasty Warriors 2	Action	Koei	Launch
Eternal Ring	RPG	Agetec	Launch
Evergrace	RPG	Agetec	Launch
FantaVision	Puzzle	SCEI	Launch
FIFA 2001 MLS	Soccer	EA	Launch
Fusion GT	Racing	Crave	Launch
Gauntlet: Dark Legacy	Action	Midway	Launch
Gradius III and IV	Shoot-em-up	Konami	Launch
International Track and Field	Sport	Konami	Launch
Kessen	Strategy	EA	Launch
Madden NFL 2001	Sport	EA	Launch
Midnight Club	Racing	Rockstar	Launch
Oni	Action	Bungee	Launch
Ridge Racer V	Racing	Namco	Launch
Silent Scope	Shooter	Konami	Launch
Smuggler's Run	Racing	Rockstar	Launch
SSX	Snowboarding	EA	Launch
Star Wars: Starfighter	Space Shooter	LucasArts	Launch
Street Fighter EX3	Fighting	Capcom	Launch
Summoner	RPG	THQ	Launch
Swing Away	Golf	EA	Launch
Tekken Tag Tournament	Fighting	Namco	Launch
TimeSplitters	First-Person Shooter	Eidos	Launch
The Getaway	Racing	Studio Soho	Launch
Theme Park World	Simulation	EA	Launch
Unreal Tournament	First-Person Shooter	Infogrames	Launch
X-Games Snowboarding	Snowboarding	Konami	Launch
X Squad	Action	EA	Launch
Army Men Air Attack 2	Action	3DO	Dec 2000
Army Men Sarge's Heroes 2	Action	3DO	Dec 2000
DOA2: Hardcore	Fighting	Tecmo	Dec 2000
Donald Duck The Quack Attack	Platform	Ubi Soft	Dec 2000
Drakan	Adventure	SCEE	Dec 2000
Dropship	Strategy	Psygnosis	Dec 2000
Extermination	Action	SCEI	Dec 2000
F1 2001	Racing	SCEE	Dec 2000
F1 Racing Championship	Racing	Ubi Soft	Dec 2000
Faceoff 2001	Sports	SCEA	Dec 2000
Final Four 2001	Sport	SCEA	Dec 2000
Gamebreaker 2001	Sport	SCEA	Dec 2000
Gameday 2001	Sport	SCEA	Dec 2000
GT 2000	Racing	SCEA	Dec 2000
Jungle Book	Adventure	Ubi Soft	Dec 2000
MDK: Armageddon	Action	Interplay	Dec 2000
MLS Soccer 2001	Soccer	Konami	Dec 2000
Moto GP	Racing	Namco	Dec 2000
National Hockey Night	Sport	Konami	Dec 2000
NBA 2Night	Basketball	Konami	Dec 2000
NBA Live 2001	Basketball	EA	Dec 2000
NFL Prime Time	Sport	Konami	Dec 2000
NHL 2001	Sport	EA	Dec 2000
POD 2	Racing	Ubi Soft	Dec 2000
Rayman 2: Revolution	Platform	Ubi Soft	Dec 2000
Ready 2 Rumble 2	Fighting	Midway	Dec 2000
Reiselied	RPG	Konami	Dec 2000
Shootout 2001	Sports	SCEA	Dec 2000
The Bouncer	Fighting	Square	Dec 2000
The World Is Not Enough	Action	EA	Dec 2000
Warriors of Might and Magic	RPG	3DO	Dec 2000
WDL: Thundertanks	Action	3DO	Dec 2000
WCW 2000	Wrestling	EA	Dec 2000
Dinosaur	Adventure	Ubi Soft	Early 2001
Wipeout Fusion	Racing	Psygnosis	March 2001
Munch's Oddysee	Adventure	Oddworld Inhabitants	June 2001
Metal Gear Solid 2	Action/Adventure	Konami	Late 2001





## SONY PLAYSTATION

- 016 Asteroids
- 017 Auto Destruct
- 018 Azure Dreams
- 019 B Movie
- 020 Battle Arena Tosh 3
- 021 Battle Arena Tosh 2
- 022 Beast Wars
- 023 Bio Freaks
- 024 Blast Gamber
- 025 Blast Radius
- 026 Blastro
- 027 Blood Omen
- 028 Bloody Roar
- 029 Bomberman World
- 030 Brain Dead 13
- 031 Brigandine
- 032 Bubsy 3D
- 033 Bushido Blade 2
- 034 Bust-a-groove
- 035 Bust-a-move 2
- 036 G: Contra Adventure
- 037 Capcom Gen 2
- 038 Capcom Gen 3
- 039 Cardinal Sin
- 040 Cart World Series
- 041 Circuit Breakers
- 042 Code Name Tenka
- 043 Colin McRae Rally
- 044 Colonisation
- 045 Colony Wars
- 046 Colony Wars: Vengeance
- 047 Command and Conquer
- 048 C&C Red Alert
- 049 Contra: Legacy of War
- 050 Cool Boarders 2
- 051 Cool Boarders 3
- 052 Courier Crisis
- 053 Crash Bandicoot
- 054 Crash Bandicoot 2
- 055 Crash Bandicoot 3
- 056 Croc Legend
- 058 Crusader No Remorse
- 059 Cybersled
- 060 Dark Forces
- 061 Dead or Alive
- 062 Death Trap Dungeon
- 063 Descent
- 064 Defcon 5
- 065 Destruction Derby 2
- 066 Diable
- 068 Dragon Seeds
- 069 Duke Nukem: Time to Kill
- 070 Duke Nukem: Meltdown
- 071 Dynamic Boxing
- 072 Elemental Gearbox
- 073 ESPN Extreme Games
- 074 Everybody's Gold
- 075 FIFA 98
- 076 FIFA 99
- 077 Fighting Force
- 078 Fighting Illusion: K1-Rev
- 079 Final Doom
- 080 Final Fantasy 7
- 081 Formula 1 97
- 082 Formula 1 98
- 083 Formula Karts
- 084 Forsaken
- 085 Frenzy
- 086 Future Cop LAPD
- 087 G Darius
- 088 G Police
- 089 Gex: Enter the Gecko
- 090 Ghost in the Shell
- 091 Gran Turismo
- 093 Grand Tour Racing
- 094 Guilty Gear
- 095 Heart of Darkness
- 096 Hot Shots Gold
- 097 I.S. Soccer Pro 98
- 098 Independence Day
- 099 Indy 500
- 100 J. McGrath Super x 98
- 102 Judge Dredd
- 103 K-1 Arena Fighters
- 104 Karoro Deception
- 105 Kiona
- 106 Knockout Kings
- 107 Krazy Ivan
- 108 Kula World
- 109 Libero Grande
- 110 M.K. 4
- 111 M.K. Mythologies
- 112 M.K. Trilogies
- 113 Madden NFL 99
- 114 Madden NFL 98
- 115 Mass Destruction
- 116 Max Force
- 117 MDK
- 118 Medlevis
- 119 Megaman Legends
- 120 Marvel Vs Street Fighter
- 121 Metal Gear Solid
- 122 Metal Slug
- 123 Micro Machines V3
- 124 Monster Trucks
- 125 Moto Racer
- 126 Moto Racer 2
- 127 Moterhead
- 129 N20 - Nitrous Oxide
- 130 Nascar 98
- 132 NBA Live 98
- 133 NBS Live 99
- 134 NBA Shoot Out 98
- 135 Need for Speed 2
- 136 Need for Speed 3
- 137 NFL Blitz
- 138 NFL Gameday
- 139 NHL 98
- 140 NHL 99
- 141 NHL Face Off 98
- 142 NHL Powerplay
- 143 Ninja: Shadows
- 144 Nuclear Strike
- 145 O.D.T.
- 146 Oddworld: Abe's Exodus
- 147 Oddworld: Abe's Odd
- 148 One
- 149 Pandemonium
- 150 Pandemonium 2
- 151 Parasite Eve
- 152 Parappa the Rapper
- 153 Pit Fall 3d
- 154 Pocket Fighter
- 155 Porche Challenge
- 156 Poy Poy
- 157 Psybadeck
- 159 R-Types
- 160 Rally Cross
- 161 Rally Cross 2
- 166 Releaded
- 168 Resident Evil: GC
- 169 Ridge Racer Rev
- 170 Rival Schools
- 171 Riven: Sequel to Myst
- 172 Road Rash 3d
- 173 Rouge Trip: 2012
- 174 Running Wild
- 175 Scars
- 176 Shadow Master
- 177 Shane Warne Cricket
- 178 Side Pocket
- 179 Sim City 2000
- 180 Skull Monkeys
- 181 Small Soldiers
- 182 Smash Court 2
- 183 Soul Blade
- 184 Soviet Strike
- 185 Spice World
- 186 Spyro the Dragon
- 187 Star Wars: Master of Ter.
- 188 Steel Rain
- 189 Street Fighter Alpha 3
- 190 Street Fighter Coil 2
- 191 Street Fighter X-Alpha
- 192 Street Racer
- 194 Tekken 2
- 195 Tekken 3
- 196 Ten Pin Alley
- 197 Technu
- 198 Test Drive 4
- 199 Test Drive 5
- 200 Test Drive Off Road
- 201 Test Drive Off Road 2
- 202 Tetris Plus

- 203 The Fifth Element
- 204 The Lost World
- 205 The Unholy War
- 206 Theme Hospital
- 207 Theme Park
- 208 Thrill Kill
- 209 Thunder Force 5
- 210 Tiger Woods 99
- 211 Time Crisis
- 212 Tobal 2
- 213 Toca Touring Car
- 214 Toca Touring Car 2
- 215 Tokyo Highway Battle
- 216 Tomb Raider
- 217 Tomb Raider 2
- 218 Tomb Raider 3
- 219 Tomba
- 220 T.MakInnen World Rally
- 221 Treasures of the Deep
- 222 Triple Play 98
- 223 Triple Play 99
- 224 Twisted Metal 2
- 225 Twisted Metal 3
- 226 V-Rally
- 227 V's
- 228 Vigilante 8
- 229 VMX Racing
- 230 VR Powerboat Racing
- 231 War Games: Defcom 1
- 232 Warcraft 2
- 233 Warhammer
- 243 WCW/Nitro
- 235 WCW/NWO Thunder
- 236 WCW V's The World G
- 238 Wild Arms
- 239 Wipeout 2097
- 240 WWF in you House
- 241 WWF War Zone
- 242 Xena: Warrior Princess
- 324 Need for Speed: High Stakes
- 325 Rollover
- 326 Rampage 2: Universal
- 327 Contender
- 328 Gex3: Deep cover
- 329 Max Power Racing
- 331 Onocho Racing
- 332 Dead in the Water
- 333 Fisherman's Bait
- 334 Syphon Filter
- 335 Nurgats: Search Repair
- 336 Bloody Roar 2
- 337 Silent Hill
- 339 Street Sk8er
- 340 Legend
- 341 Destrega
- 343 Military Madness
- 344 Eliminator
- 400 Wipeout 3
- 402 Oino Crisis
- 406 Tarzan
- 416 Jet Moto 3
- 418 Grand Theft Auto
- 419 Quake 2
- 420 Crash Team Racing
- 421 Mission Impossible
- 422 Nascar 2000
- 423 Ready to Rumble
- 424 Resident Evil
- 425 Army Men: Air Attack
- 426 Wu-Tang: Shaolin Style
- 427 Spyro2: Ripto's Rage
- 428 Vigilante 8: 2nd Offense
- 429 Tomorrow Never Dies
- 430 Supercross 2000
- 431 Medal of Honor
- 432 Jurassic Park: Warpath
- 433 Test Drive 6
- 450 Tom Raider: Last Rel
- 451 Street Fighter EX2 Plus
- 452 Lego Racer
- 453 40 Winks
- 454 Knockout Kings 2000
- 456 Fighting Force 2
- 458 NBA Live 2000
- 459 Sled Storm
- 460 Twisted Metal 2
- 461 Cool Boarders 4

## NINTENDO 64

- 245 Aerogauge
- 246 Allstar Baseball 99
- 247 Aero Fighter Assault
- 248 Automobili Lamborghini
- 249 Banjo Kazooie
- 250 Bio Freaks
- 251 Body Harvest
- 252 Bomberman 64
- 253 Bomberman Hero
- 254 Buckbumble
- 255 Bust-a-move
- 256 Chamellon Twist
- 257 Chopper Attack
- 258 Clay Fighter G3 1/3
- 260 Dark Ritt
- 261 Diddy Kong Racing
- 262 Doom 64
- 265 Extreme G2
- 266 F-Zero X
- 267 F1 Pole Position
- 268 F1 World Grand Prix
- 269 FIFA 98
- 270 Madden 64
- 271 Forsaken
- 273 Goldeneye
- 274 Hexen
- 275 I.S. Soccer 64
- 276 V-Rally
- 277 Iggi's Reckin Ball
- 278 Fighters Destruction
- 279 Madden 99
- 280 Mario Kart 64
- 282 M.K.4
- 283 M.K. Mythology's
- 284 M.K. Trilogies
- 286 Nagano Win Olympics
- 287 Nascar 99
- 288 NBA Hangtime
- 289 NBA in the Zone
- 290 NFL Quarterback 99
- 291 NHL Breakaway 98
- 292 NHL Breakaway 99
- 293 NHL 99
- 294 Nightmare Creatures
- 295 Offroad Challenge
- 296 Quake 64
- 299 Robotron X
- 300 S.C.A.R.S.
- 306 Star Wars: Shadows
- 309 Top Gear Overdrive
- 310 Top Gear Rally
- 311 Turok
- 312 Turok 2
- 314 Wayne Gretski 3d 98
- 315 WCW/NWO Revenge
- 345 Mario Party
- 346 Vigilante 8
- 347 Glover
- 348 NBA Live 99
- 350 Rush 2: Extreme Racing USA
- 351 Castlevania
- 352 Battle tanx
- 373 Fighting Force 64
- 374 WWF: Attitude
- 376 Star wars: Rogue Squadron
- 377 World Driver Championship
- 378 Super Smash Brothers
- 379 Superman
- 380 Quake 2
- 391 InfliSherman - BH 64
- 392 All Star Baseball 99
- 393 Mario Gold
- 394 Monster Truck Madness
- 408 Road Rash 64
- 407 Duke Nuke:Zero Hour
- 410 WCW Mayhem
- 411 Gauntlet Legends
- 434 Rainbow 6
- 435 Monopoly
- 436 Supercross 2000
- 437 Turok Rage Wars
- 442 Gex3 Deep Undercover
- 443 Resident Evil 2
- 444 Nascar 2000
- 445 Battletanx Global Assault
- 446 Hot Wheels: Turbo Racing
- 447 Knockout Kings 2000
- 377 World Driver Championship
- 378 Super Smash Brothers
- 379 Superman
- 380 Quake 2
- 391 InfliSherman - BH 64
- 392 All Star Baseball 99

- 393 Mario Gold
- 394 Monster Truck Madness
- 408 Road Rash 64
- 407 Duke Nuke:Zero Hour
- 410 WCW Mayhem
- 411 Gauntlet Legends
- 434 Rainbow 6
- 435 Monopoly
- 436 Supercross 2000
- 437 Turok Rage Wars
- 442 Gex3 Deep Undercover
- 443 Resident Evil 2
- 444 Nascar 2000
- 445 Battletanx Global Assault
- 446 Hot Wheels: Turbo Racing
- 447 Knockout Kings 2000

## DREAMCAST

- 319 Godzilla Generation
- 320 Pen Pen Tri-iceton
- 321 7th Cross
- 322 Sonic Adventure
- 323 Virtua Fighter 3TB
- 353 A-Life
- 354 Aero Dancing
- 355 Blue Stinger
- 356 Daytona USA 2
- 357 Evolution
- 358 Get Bass
- 359 House of the Dead 2
- 360 Marvel V's Capcom
- 361 Physic Force 2012
- 362 Power Stone
- 363 Puyo Puyo 4
- 364 Sega Rally 2
- 365 Super speed Racer
- 387 Air Force Delta
- 388 Buggy Heat
- 389 Soul Caliber
- 390 King of Fighters Dream Match 99

## NEW DREAMCAST

- 521 Expendable
- 522 Incoming
- 523 Jimmy White's 2: Cueball
- 524 Mortal Kombat Gold
- 525 NBA 2000
- 526 Rayman 2: The Great Escape
- 527 Ready 2 Rumble Boxing
- 528 Redline Racer
- 529 Soul Caliber
- 530 Speed Devils
- 531 Crazy Taxi
- 535 WWF: Attitude
- 533 Trick Style

## NEW PLAYSTATION

- 462 Rainbow 6
- 473 Thrasher: Skate & Dest.
- 474 Gran Turismo 2
- 475 Dukes of Hazzard
- 476 FIFA 2000
- 478 WWF Smackdown
- 479 Marvel VsCapcom: Clas
- 480 Killer Loop
- 489 KKKO Krossfire
- 491 Sout Park Rally
- 490 Worm Armageddon
- 492 Die Hard Trilogy 2 Las Vegas
- 493 Fear Effect
- 494 Tiny Tank: Up You Arsenal
- 495 Army Men: Sarge's Heroe'
- 496 Syphon Filter 2
- 497 Medlevis
- 498 Strett Sk8er 2
- 499 Ace Combat 3: Electrosphere
- 500 Gauntlet Legends

## NEW NINTENDO 64

- 513 PERFECT DARK
- 514 JEREMY MCGRATH SUPERCROSS 2000
- 515 INTERNATIONAL TRACK AND FIELD 2000
- 538 RIDGE RACER 64
- 516 BOMBERMAN 64: THE SECOND ATTACK
- 517 TOP GEAR RALLY 2
- 518 SUPERCROSS 2000
- 519 BATTLETANX: GLOBAL ASSAULT
- 520 EXCITEBIKE 64



A man with short dark hair and glasses, wearing a blue shirt and a dark jacket, is talking on a black mobile phone. He is standing on a city street with buildings and other people in the background. The background is slightly blurred, focusing attention on the man.

## Dominic Rossi

### **PROFESSION:**

Advertising Content Producer

### **HOBBIES:**

"Making electronic music, go-karting and sleeping."

### **GOALS IN LIFE:**

"To run a successful underground music venue and own the most kick-arse vinyl record collection in the southern hemisphere."

### **WHY HE READS INTERNET.AU:**

"The advertising industry and the world in general are changing fast. I need to be up to date with all the developments in IT and the Internet – my job depends on it. Internet.au gives me what I need."

AUSTRALIA'S TOP SELLING INTERNET MAGAZINE!

# internet.au



## PLAYSTATION RELEASE SCHEDULE

Things are heating up as we move towards the Christmas rush. Some big surprises are just around the corner... Note that this list is subject to change without notice.

GAME TITLE	GENRE	DEVELOPER	RELEASE
Alien Resurrection	Action	Fox Interactive	Sept 2000
Animorphs: Shattered Reality	Action	Infogrames	Sept 2000
ATV Quad Racing	Racing	Acclaim	Sept 2000
Chase The Express	Action/Adventure	Sugar & Rockets	Sept 2000
Cool Boarders 3 Platinum	Snowboarding	SCEE	Sept 2000
Final Fantasy VIII Platinum	RPG	Squaresoft	Sept 2000
Flintstones Bedrock Bowling	Platform	Ubi Soft	Sept 2000
Frogger 2	Platform	Hasbro	Sept 2000
Galaga	Space Shooter	Hasbro	Sept 2000
Infestation	Action	Frontier Developments	Sept 2000
Koudelka	Adventure	Infogrames	Sept 2000
Mr. Driller	Puzzle	Namco	Sept 2000
NASCAR 2001	Racing	EA	Sept 2000
Nightmare Creatures 2	Action	Konami	Sept 2000
Parasite Eve 2	Action	Squaresoft	Sept 2000
Rayman 2	Platform	Ubi Soft	Sept 2000
RC De Go	Racing	Acclaim	Sept 2000
Reel Fishing 2	Fishing	Crave	Sept 2000
Snow Cross Racing	Snow Racing	Crave	Sept 2000
Spiderman	Action	Activision	Sept 2000
Spyro 2 Platinum	Platform	Insomniac	Sept 2000
Star Trek: Invasion	Space Shooter	Activision	Sept 2000
Sydney Equestriad 2000	Horse Racing	Acclaim	Sept 2000
Tarzan Platinum	Platform	Disney Interactive	Sept 2000
Team Buddies	Action Battle	Psygnosis Camden	Sept 2000
Tenchu 2	Adventure	Sony Music	Sept 2000
Tony Hawk's Pro Skater 2	Skateboarding	Neversoft	Sept 2000
V-Beach Volleyball	Sport	Infogrames	Sept 2000
Vib Ribbon	Music	SCEI	Sept 2000
Wacky Races	Racing	Infogrames	Sept 2000
X-Files Platinum	Adventure	Fox Interactive	Sept 2000
Battleship 2	Strategy	Hasbro	October 2000
Black & White	Strategy	Lionhead Studios	October 2000
Breakout	Retro	Hasbro	October 2000
Bugs & Taz	Adventure	Infogrames	October 2000
Darkstone	Adventure	Take 2	October 2000
Dave Mirra Freestyle BMX	Sports	Acclaim	October 2000
Driver 2	Driving	Infogrames	October 2000
ESPN Great Outdoor Games	Sport	Konami	October 2000
F1 Racing Championship	Racing	Ubi Soft	October 2000
Formula One 2000	Racing	Psygnosis	October 2000
The Grinch Who Stole Christmas	Adventure	Konami	October 2000
Hidden & Dangerous	Action	Take 2	October 2000
ISS 2000	Soccer	Konami	October 2000
Jerry Lopez Surf Riders	Surfing	Ubi Soft	October 2000
Kiss Pinball	Pinball	Take 2	October 2000
Lemmings Revolution	Puzzle	Take 2	October 2000
Medal Of Honor - Underground	Shooter	EA	October 2000
Monster Rancher	Virtual Pet	Tecmo	October 2000
Moto Racer	Racing	Delphine	October 2000
Muppet Monster Adventure	Action/Adventure	Magnets	October 2000
Pool Palace Academy	Pool	Ubi Soft	October 2000
Rayman Kids	Edutainment	Ubi Soft	October 2000
UEFA Manager 2001	Sport	Infogrames	October 2000
Vanishing Point	Racing	Acclaim	October 2000
You Don't Know Jack: Mock 2	Quiz Show	Take 2	October 2000
3-2-1 Smurfs	Adventure	Infogrames	Nov 2000
Alone In The Dark 4	Adventure	Infogrames	Nov 2000
Batman	Adventure	Ubi Soft	Nov 2000
Dance Dance Revolution Euromix	Rhythm	Konami	Nov 2000
Dinosaur	Adventure	Ubi Soft	Nov 2000
Donald Duck - Quack Attack	Platform	Ubi Soft	Nov 2000
Inspector Gadget	Platform	Ubi Soft	Nov 2000
James Bond T.W.I.N.E.	Action	EA	Nov 2000
The Mummy	Action	Konami	Nov 2000
Nicktoons Racing	Racing	Hasbro	Nov 2000
VIP	Action	Ubi Soft	Nov 2000

# 16 PREPLAY CONTENTS



FINAL FANTASY IX



DRIVER 2



TENCHU 2



SPIDERMAN

### 38 FINAL FANTASY NINE!

Huge exclusive preview! We've seen first hand Squaresoft's latest fantasy role playing masterpiece, and it's everything that we hoped, and more! Find out everything you need to know about the greatest RPG ever made! Plus, we give a detailed history of Final Fantasy 1 thru 8, and show how the series has evolved across gaming platforms and over the years. Now you can put the entire Final Fantasy saga in perspective.

### 46 DRIVER 2

The first Driver was a huge success with the gaming public, for it delivered the sensation of being in a car chase right out of a Hollywood movie. The sequel is set to be bigger and badder, and when stock hits the shelves it'll probably be gone within 60 seconds.

### 48 TENCHU 2

We're still playing Tenchu a year after its release. It captured perfectly the essence of the ninja, from sneaking around to violently disemboweling unsuspecting guards. The prequel will offer improved graphics, underwater action, and endless custom missions.

### 50 ALONE IN THE DARK 4

This venerable horror series was around on the PC long before Resident Evil surfaced, and is based on the creepy-arsed novels of H.P. Lovecraft. This is its first appearance on the PlayStation, and it looks very dark indeed. Survival horror fans take note.

### 52 WACKY RACES

Yet another cartoon show of old make the transition to the world of video games.

### 53 MATT HOFFMAN'S PRO BMX

This game will use the Tony Hawk game engine, except with BMXs instead of skateboards.

### 54 MEDAL OF HONOR: UNDERGROUND

The hit first person shooter returns, with more weapons, more missions and more action!

### 54 STAR TREK: INVASION

A 3D space shooter set in the Star Trek universe. Already the graphics look amazing.

### 55 SPIDER MAN

Another game using the Tony Hawk engine, and with good reason. It looks incredible!

### 55 JERRY LOPEZ SURF RIDERS

For all you wax-headed mullet-persons out there, there'll soon be a surfing game.



# The Final Fantasy

The ultimate RPG returns for the last time to the PlayStation

## FACT FILE

■ Publisher
Sony
■ Developer
Squaresoft
■ Genre
RPG
■ Release Date
TBA
■ Players
One
■ Number of cds
Four

## PROGRESS REPORT

### Positive Points

- ◆ Truly great story
- ◆ Amazing graphics

### Negative Points

- ◆ Some names have been changed from the Japanese version to English
- ◆ Adebert Steiner to Edward Steiner
- ◆ Freija Cresent to Fraya Cresent
- ◆ Salamander Coral to Amarant Coral
- ◆ Lets hope it does not get any other translation blues.



The release of the 9th installment of the greatest epic adventure series on Earth signifies an end to an era for both Squaresoft and Sony. Join Scott Riddiford as he gives an in-depth look at the full version of Final Fantasy now available in Japan. It's the greatest story ever told on the PlayStation, and now it's but mere months away...





Orco shows off his new rubber gloves



It's worse than that, he's dead Jim



**C**ome, it's time. Forget your friends, your social life and anything to do with the outside world - they're gone. Close the curtains, dim the lights, take a deep breath and try to relax - if you can. When you press that big round power button down you will enter a fantastic world of music, spirits and fantasy and I just know you're gonna lose sleep and the meaning of reality.

For those of you who have not played a Final Fantasy game - shame on you, this is your last chance to enjoy. FFI is a tale of friendship, love, destiny, power, life and death created by the programming magicians at Squaresoft. It's the most fun you can have by yourself without being immoral.

The biggest delight, especially for the dedicated and purist fans of the series, is the return of FFI to its fantasy roots. In stark contrast to the science fiction trappings of FFI and FFI, FFI is mystical with swords and sorcery. In fact, after playing FFI for a while it gives the feeling it picks up where FFI left off.

Nostalgia is a plenty, you'll find reminders of earlier Final Fantasies like Moogles (small furry gerbil like creatures with wings and an antenna), Mages (eerie yellow-eyed Black Wizards), balloon air ships and the use of crystals (orbs in

## The History of Final Fantasy

Back in the 1986 a small Japanese gaming company named Square was struggling to make a crust. Up until this time, their games had only been doing so so on the Nintendo Famicom (short for Family Computer or NES - Nintendo Entertainment System to the west) system. What they really needed was a blockbuster hit to push their company ahead. Director Hironobu Sakaguchi needed to come up with an idea to catapult the company forward and he needed it fast.

The RPG genre seemed to be popular with gamers. Enix (Square's competitor) had recently had a huge success with its Dragon Quest. Sakaguchi felt that this game could be vastly improved upon and, in a last ditch attempt to salvage his dying company, he set about doing just that.

By the end of 1987, work on the then massive megabyte Nintendo cartridge was complete. Sakaguchi's project was ready to be released to the gaming public.

Everything at Square had been bet on this one game. Their hopes, dreams and very existence rode with it. The project name and subsequent game title "Final Fantasy" reflected their all or nothing cause.

Final Fantasy, as history has recorded, was a raging success and each sequel just gets better and better. Smashing sales records and spanning multiple platforms, Final Fantasy has to be classed as a phenomenon in its own right. So far over 27 million copies of the series have been sold worldwide.

What other series has made it to 9, with 10 and 11 on the way? Can you imagine Lara Croft 9, 10 or 11? I think not. Most gamers would rather have their left kidney removed with a garden fork than play another Tomb Raider game!

the west) to control the world's good and evil.

"A lot of the changes to FFI", says producer Hironobu Sakaguchi, "can be attributed to the return of the original character artist Yoshitaka Amano." Yoshitaka did all the designs for FF through to FFI and is also noted for anime classics such as Vampire Hunter D.

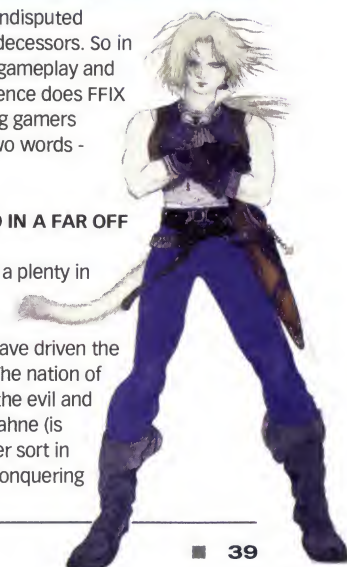
With Yoshitaka's return big headed deformed characters are also back but not like they are in earlier Final Fantasies. Deformity of FFI characters is not as drastic and they do not change in battle scenes. Basically the only difference between FFI characters when they are in a battle scene or when they are within the game is their size.

Incredible hype always surrounds Final Fantasy games. In Japan it was a gaming frenzy not unlike that experienced with the release of the PS2. The crazy demand for FFI must be

accredited to the undisputed brilliance of its predecessors. So in terms of graphics, gameplay and sheer audio experience does FFI live up to discerning gamers expectations? In two words - hell, yes!

### A LONG TIME AGO IN A FAR OFF LAND...

Troubled times are a plenty in the lands of the Mist Continent. Power and greed have driven the kingdoms to war. The nation of Alexandria, led by the evil and butt ugly Queen Brahne (is there ever any other sort in fantasy tales?), is conquering





## FINAL FANTASY - Japan Release 18/12/1987

The Earth is dying, but all is not lost. A prophecy of 4 light Warriors each with an ORB will come to save the world from the 4 Fiends of 2000 years past. No one ever understood the 2000 year time loop thing (neither did Square). However, the game-play, the first to have the enemy on one side and the players on the other, was new, unique and highly addictive. It was an instant hit with gamers. Characters in FF - Fighter, Thief, and White, Black and Red Mages.



Pardon me, do you have any oil?



They've been dragon this series out for some time now



If I only had a brain

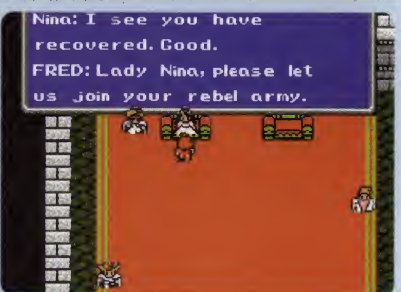


Where's the cheese?

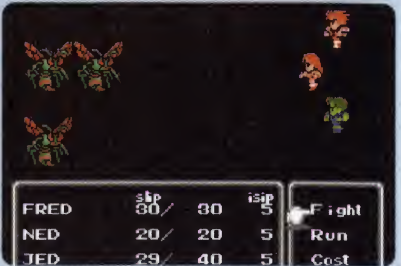
## FINAL FANTASY II - Japan Release 17/12/1988

Four heroes, Frionel, Guy, Maria and Lionheart must battle the evil empire of Barakamekia that seems to be threatening to destroy the world. However, as the heroes get closer to the truth, it is not the empire, but the terrible Dark Cloud that lies beneath it, that really threatens their existence.

Game play in FFII moves to a more plot-orientated style. Level-up ability is added to characters - the more they used a particular skill the more powerful they became.



Nina: I see you have recovered. Good.  
FRED: Lady Nina, please let us join your rebel army.



	shp	30	isp	5	
FRED	30/	30	5		Fight
NED	20/	20	5		Run
JED	29/	40	5		Cast





## FINAL FANTASY III - Japan Release 27/4/1990

An evil Cloud of Darkness has disrupted the world balance of light and dark. Four youths have been chosen as Light Warriors to restore the harmony of the opposing forces. They travel in an airship and discover many things including the Crystal Tower where they meet their opposites, the Dark Warriors, and together they confront the Cloud of Darkness. The graphics in FFIll have been vastly improved upon from those in FFII. The 8 bit sound chip in the Famicom is sent smoking with unbelievable compositions from Master composer Nobuo Uematsu. Characters in FFIll are not limited to a set job class but can change using the "Job System".



Part of this complete breakfast

its neighbouring nations. Brahne, has been using powerful black wizards to slay her enemies. Little does she know that she is but a puppet herself for the evil sorcerer Kuja (ah, another stereotype) who provides her with the wizards as part of his ultimate evil plan.

The only ones that can stop Queen Brahne (with a face that shouldn't be shown to small children), and sorcerer Kuja, are a small band of thugs, thieves and adventurers known as "Tantalus". They have been sent by Regent Cid, the King of Lindblum, itself a threatened nation, to Alexandria to capture Princess Garnet and interrogate her for information on the Queen's

evil powers. Old hands at Final Fantasy will recognise Cid as the Yoda of the FF series, and he can be found in all but the original game.

Dressed as actors, the small band secretly enter Alexandria on the Prima Vista - a huge theatre airship. Little do the town folk of Alexandria know that they are going to get more than just a stage show this festive holiday...

No prizes for guessing who plays the thugs, thieves and adventurers.

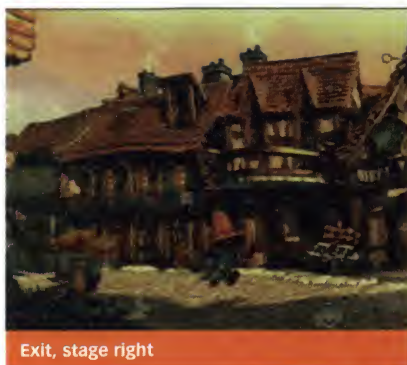
### FINELY TWEAKED GAME PLAY

More good news for nostalgia fans! Even though FFIIX is more story driven this time round

there are far more things to do. It harks back to the days of mini quests and there is the obligatory card game called QuadMist, which is corresponds to a souped up version of Triple Triad.

FFIX sports 4 party members in battle scenes. This fact alone is a great plus as it means you are able to use more tactics in battles and characters can jointly attack an enemy for heavier damage. More importantly, there is no noticeable deterioration in graphics with the extra member in the battle scenes, an amazing bit of technical wizardry indicative of Square's technical progress with the title.

The plot is quite complex and often switches, not only between different characters but whole parties. This allows the player to experience a range of personalities and situations and sets the scene for extensive character development. It also forces the player to become more involved in the game play and not just follow a hero. You



Exit, stage right



Relax. This picture symbolises nothing





## FINAL FANTASY IV - Japan Release 14/7/1991

Cecil, a Dark Knight of the Empire's elite Redwings, becomes tired of looting, raping and pillaging crystals from innocent villagers. He tells the King of Baron this and is banished for his trouble. Cecil travels the world and then the underground Dwarfland to stop the Empire gathering all the Earth's crystals. Ultimately, Cecil and his band of friends travel to the moon in a great spaceship to battle Zemus to set the world right again.

FFIV is the first FF to be released on the Super Famicom (SNES to the rest of us) and introduces the "Active Time Battle System" which breathes new life into RPG's traditional turn-based battle system. In depth character building is also new as is the need to rotate your characters during the game.

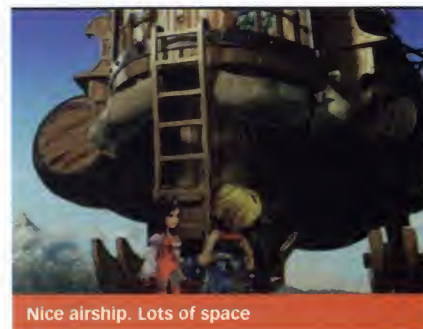
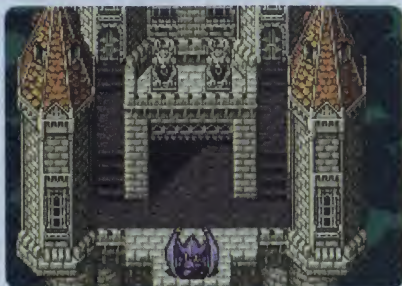




## FINAL FANTASY V- Japan Release 6/12/1992

The Earth is not well, it is being eaten by decay from below and bombarded by meteors from the sky. The Earth's Elemental Crystals have shattered. Four adventurers (a fighter, a princess, a pirate and an old man) search to uncover the reason. Exdeath, banished to a prison inside a tree, has escaped and is at the source of the evil. One party member dies saving the rest in what many gamers say is the pinnacle of the FF series.

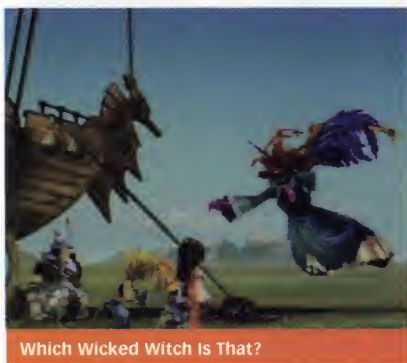
The character "Job System" is refined with a whopping 22 possible job classes for each character. Job classes include: Knights, Wizards, Dragoons, Thieves, Dancers Alchemists and even Animal Trainers (if you have a fetish).



Nice airship. Lots of space



"Do you like my feather?"



Which Wicked Witch Is That?

constantly have to make decisions on each character's actions, for example, who teams with whom if your party has to split.

### SHIFTY OCCUPATIONS

Like in the original Final Fantasy and also in FFVI, characters have set skills or classes making them individually unique. Zidane is nimble, highly skilled in thievery and he is best able to steal items from enemies. Steiner however, is a knight and can cause great damage with a sword.

Inventories for items that contain abilities are back. Characters get 4 slots into which they place items and these work in conjunction with the characters class. Initially, the item is only accessible from the inventory slot but with more frequent use its AP (ability points) increase until you get a nice big fat row of stars indicating that you have mastered the ability. Now you can access the ability without having to have it in the inventory slot. This frees a space to learn another ability and you can pass on the item to another character to learn.

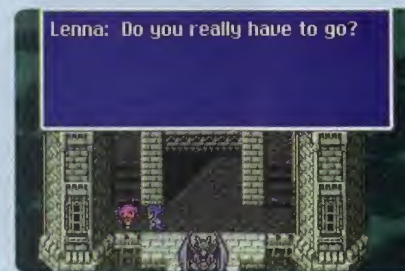
This all sounds well and good but there is a draw back, not all characters can learn all abilities to the same extent. An item that adds 50+ HP mechanical sword damage to enemies when mastered by one character may actually be of little use to another skilled in magic. It means you must match the right ability to the right character for maximum effect.

Also, FFIIX introduces Modified Limit Breaks! All your characters can go into "Trance Mode"

## FINAL FANTASY VI - Japan Release 12/4/1994

Emperor Gestahi is reviving magic forces of the Goddess Statues, not seen on Earth for 1000's of years. A band of rebels must battle Gestahi and his general Kefka. Kefka, blinded with greed and power, kills Gestahi and unaligns the Statues to bring chaos to the land. The world is laid to waste for a year and the rebels must regroup to destroy Kefka.

FFVI does not have a single lead character, instead, it allows the gamer to develop a number of characters to suit their gaming style. Espers, the summoned guardian forces in the game, are far more developed particularly with regard to personality. Square try to be educational with FFVI. They look at underlying Japanese social issues such as suicide and teenage pregnancy prompting a censored "safe" US version.



Lenna: Do you really have to go?







when their level meter fills. Trance Mode is a bit like Terra's Morph ability and it lets you vastly increase your power and use of several items to far greater effect until your meter runs down.

#### THE HAND IS QUICKER THAN THE EYE

What Final Fantasy game would be complete without magic? Magic in FFX is exactly that, magic. This means that when you cast a spell you use up MP or a particular magic potion. Potions can be found, bought and stolen throughout the game.

Magic is interactive and uses opposing elements, e.g. Ice Storm on a Fire Bomb enemy, for greater effect and it is also intertwined with abilities. Characters can be assigned ability crystals like "always regenerate health". The higher your characters level the more ability crystals they can use. Crystals can be assigned to, or removed from, various characters when the need arises.

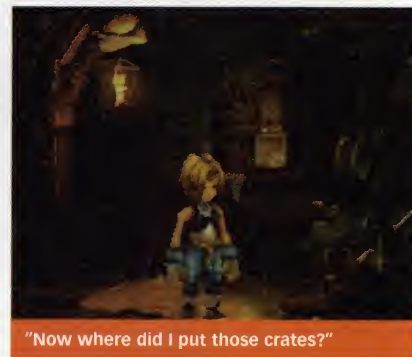
This is not nearly where magic stops in FFX. With the return of Black and White Mages, great spells can be cast. This is especially evident if your Mage is in Trance Mode. Black Mages use aggressive attack magic while White Mages use protect and healing spells.

The best is yet to come. Trusty Guardian Forces take on an entirely new role in FFX. Forget about abusing your summons in every fight here! Upset a "Sacred Beast" in FFX and they are just as likely to turn on you as the enemy!

Legend has it that the Sacred Beasts disappeared long ago from the lands of the Mist Continent. Luckily for you, in your entourage you have White Mages, Princess Garnet and Eiko Carol, who can sense the presence of Sacred Beasts. Prepare to have your mind blown with the CG's when these creatures are summoned.



Ring, ring a rosie



"Now where did I put those crates?"

## FINAL FANTASY VII- Japan Release 31/1/1997

To save the Earth, the rebel force "Avalanche" must stop the Shinra Corporation from extracting Mako and Materia from Earth's Lifestream. With the Earth weak from the drain on its life force, a long thought dead evil warrior "Sephiroth" rises to conquer all. The rebel force must act quickly if it is to save the planet.

FFVIII is the first new FF to be released on the PlayStation and is hailed as the best RPG the world has ever seen. CG movies are simply stunning. The Mantra, Job and Accessory Systems make it very unique. The main character, Cloud, is a reluctant hero that must find himself from within. Too many new concepts to mention in this small space - go play the game.







Listen - Do you smell something?

#### THAT'S IS THEN

FFIX is in a word, "awesome". Square wanted to go out with a bang with their last FF game for the PlayStation and they have succeeded admirably. The way the CG movies and in-game graphics merge is spot on. The sound track too has many catchy tunes. Overall, FFIIX gives the player a wonderful feeling of excitement and adventure. The varying characters and parties that you control let you get totally caught up in the fantasy world that master producer Hironobu Sakaguchi has created.

Gone are the blocky characters of FFXVII, facial expressions and fingers can be clearly

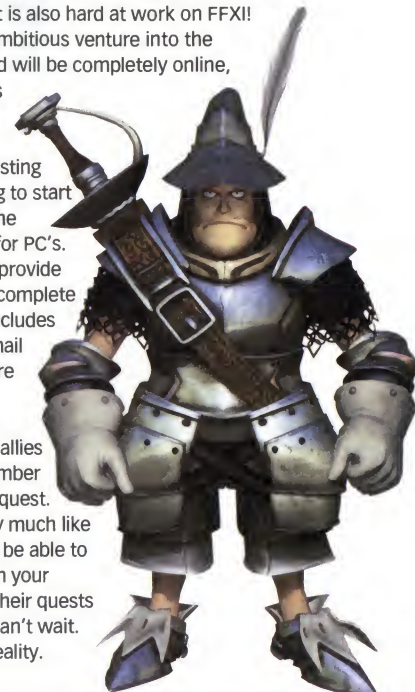
seen. The affectionate waddle of Vivi, the grumpy stamping of Steiner and the springy bounce of Zidane are all so life-like, it makes you want to jump in and join them on their quests.

So, that's it for Final Fantasy - see ya. Not so fast, even as you read, programming for Final Fantasy X is at fever pitch for the gorgeous sleek black box - the PS2. Squaresoft has announced that FFX will see a return of realistic figures (ala FFXVIII) and there will be online hints and strategies available from the new web service site - [www.playonline.com](http://www.playonline.com).

Hold onto your hats, or your keyboard - as the case is likely to be, 'cause it doesn't finish there. Although details are sketchy, Square has announced that is also hard at work on FFXII!

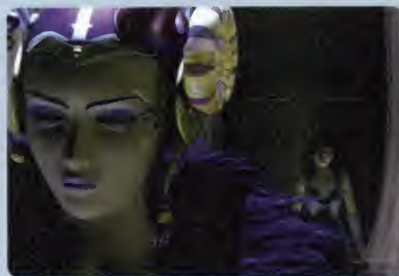
FFXI is an ambitious venture into the cyber-world and will be completely online, playing perhaps similar to Everquest or Ultima. Beta testing for FFXI is going to start soon for both the PS2 as well as for PC's. PlayOnline will provide gamers with a complete package that includes chat rooms, email and joint venture gaming both against friends, with friends as allies or just as a member of a party on a quest.

It looks very much like you're going to be able to jump in and join your characters on their quests after all. I just can't wait. It'll sure beat reality.



### FINAL FANTASY VIII- Japan Release 11/2/1999

A power hungry Sorceress has enslaved mankind and is manipulating armies, first to conquer the world, then rule the entire Universe. Various leaders have set up small academies known as "Gardens" to train teenage "SeeD" combat troops to fight the Sorceress. To earn extra cash they also do mercenary work on the side. One young SeeD member must confront his fears and doubts and reluctantly lead a small band of elite troops against the world's evil. Deposes FFXVII as the greatest epic RPG adventure the gaming world has ever seen. New concepts abound. Magic must be drawn from enemies and stored. A complex Junctioning System for Guardian Forces is introduced. Power and magic are determined by how well a Guardian Force is junctioned to a character and there is heavy use of items. Square push PlayStation graphics further than anyone else.





# Driver 2

Get into my dreams and out of my car

## FACT FILE

- Publisher  
Ozisoft
- Developer  
Reflections
- Genre  
Driving
- Release Date  
October
- Players  
One or Two

## PROGRESS REPORT

### Positive Points

- ◆ Car swapping will make for exciting change of pace
- ◆ 2 player mode finally added

### Negative Points

- ◆ Possibly too graphically ambitious



Hopefully Driver 3 will have a Redfern level



It's a rare game that can grab the attention of a grizzled public with the same vigour that Driver did. It delivered the best of both worlds: the child-like glee of smashing fast cars into other fast cars in a viscerally cinematic fashion, combined with a sense of realism in the environments you drove through. It's been a best seller in Australia since it came out, and that was a year ago. In the months preceding its release we all believed that it would be like another classic, Grand Theft Auto, only in three dimensions.

We were partly right. Like in GTA, you would

drive a very fast car in vast urban environments performing missions that largely consisted of driving from A to B. Like in GTA, the physics that governed the acceleration and crash behaviour borrowed from the large scale slapstick of Hollywood blockbusters. And like GTA, it was fun to pick up and play, yet offered rock-hard depth for those who wanted to stick it out.

But there was one thing that GTA had that Driver in all its visual splendor did not. In GTA, you could get out of your car, run around on foot, carjack another vehicle, and so on. In Driver, you couldn't get out of the car at all. It's probably a good thing they called it "Driver" and





Low riders. Stylish



Driver 2 is ready to mail the competition



I could murder a Laksa



This game works best after a few cones



For fans of tall, rigid poles



We all know of bus drivers like this guy

put in cut scenes about the main character, as otherwise there'd be no way of knowing whether or not you were playing a game all about a "Car."

This sequel will change all that. UK Developer Reflections has redefined the relationship between car and driver for their follow up, as you will be able to actually stop your car, get out, and steal other cars. This promises to open up the full functionality of the Grand Theft Auto experience in 3D. Whether or not this comes to pass will determine if this is an all time classic for the PSX or just an inspired sequel.

At the very least it promises a whole new level of depth to the gameplay, with the ability to switch cars during missions opening up all kinds of options for losing tails, making getaways and so forth.

The graphics engine has been given an overhaul, and can now push out significantly more polygons than before. This has been put to use in modeling some exotic new locales for you to tear up pavement in. Las Vegas, Chicago, Rio Di Janero and Havana are all famous for their colourful criminal histories, and have been strung together in a plot that spans more than 40 missions.

Whether or not this graphical power will hold up in the games new two player mode is another thing entirely. It's high time that we had some decent multi-player cops and robbers action on the PSX, and if we lose a few palms trees here and there to get it, then so be it.

Basically, if you liked the first Driver, then Driver 2 is going to rock your world. We'll have the full review next month, so you'll be able to see our skid marks and judge for yourself.

Rodney Gall





# Tenchu 2

Always bet on black

## FACT FILE

- Publisher  
Activision
- Developer  
Acquire
- Genre  
Action/Adventure
- Release Date  
September
- Players  
One

## PROGRESS REPORT

### Positive Points

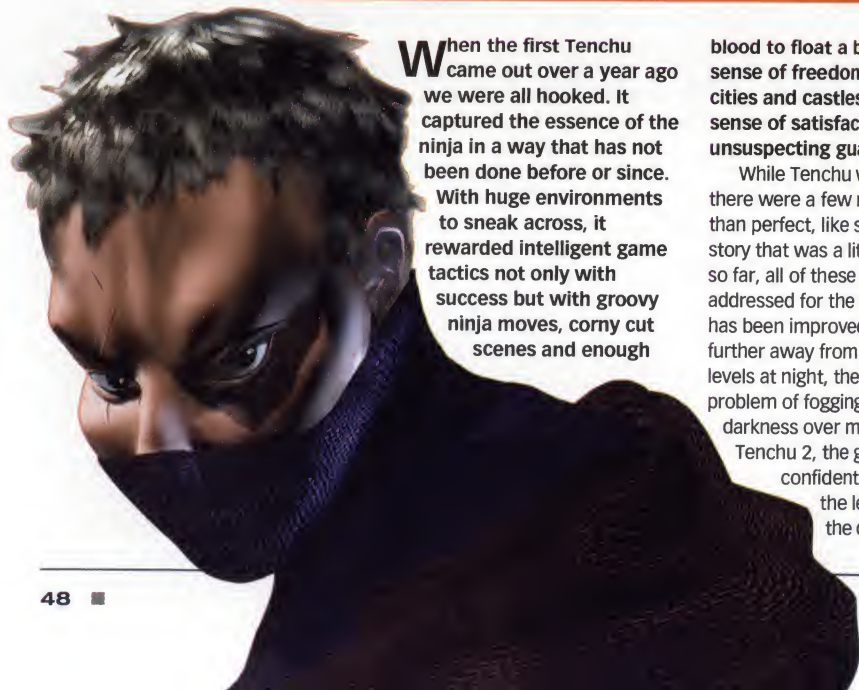
- ◆ Improved everything
- ◆ Level editor
- ◆ Tenchu, by definition, rocks

### Negative Points

- ◆ It's a year late. But who's counting?



Knife to meet you



**W**hen the first Tenchu came out over a year ago we were all hooked. It captured the essence of the ninja in a way that has not been done before or since. With huge environments to sneak across, it rewarded intelligent game tactics not only with success but with groovy ninja moves, corny cut scenes and enough

blood to float a battleship. You had a real sense of freedom when moving within the cities and castles of ancient Japan, and a real sense of satisfaction every time you slit an unsuspecting guard's throat.

While Tenchu was truly a game of vision, there were a few niggling flaws that made it less than perfect, like some sketchy graphics and a story that was a little weak. From what we know so far, all of these issues and more have been addressed for the sequel. The graphics engine has been improved to push the re-draw point further away from the player. By setting all the levels at night, the first game got around the problem of fogging by placing a shroud of darkness over most of the map. Not so in

Tenchu 2, the game designers are so confident in their coding that some of the levels are actually set during the day.

By making the game a prequel the main characters are younger, always a good thing in the sex appeal stakes. Ayame is now a mere 14 years old, and while this may raise eyebrows in the west, she's a full year over the Japanese age of consent, so gamers should feel perfectly entitled to gawk at her midriff. A third playable character is also introduced, and his 7 levels are only unlocked when you've completed the whole game with both Rikimaru and Ayame's different mission sets. This makes for almost three times as many levels as in the first Tenchu.

A mission editor mode has been introduced, with 15 pre-made missions and unlimited potential to customise and exchange them amongst other Tenchu aficionados. They seem to involve modern office blocks as well as ancient Japanese settings, and it's not hard to imagine office workers across the land venting their disemboweling urges on digital





Ancient Shoguns would often slay their tailors in fits of rage



"Whassamatta? Cat got your tongue?"



"Ahahahahaha-urghk!"



"I feel like Pigeon Tonight - Like Pigeon Tonight"



Disgruntled office ninja silently kills 12 co-workers



"I should really stop wearing my blindfold when shopping at Lowes"

representations of their real-life co-workers.

You can now swim underwater, and lie in wait beneath the surface by using ninja breathing tubes. When you kill someone, you can drag away their body so other enemies don't notice, and you've also now got the ability to rummage through their remains for useful items. Useful items now include ninja blinding dust, exploding arrows and other ninja tools both authentic and fanciful.

Tenchu one was interactive and immersing in a way that most games just miss out on entirely. I still play it to this day, and it looks like Tenchu 2 will be a product that will genuinely improve the player's quality of life. We'll be bringing you the full review next issue, so get ready for a long string of superlatives.

James Cottee.



# Alone In The Dark 4

Beware the dark side

## FACT FILE

■ Publisher  
Infogrames

■ Developer  
Darkworks

■ Genre  
Horror

■ Release Date  
November

■ Players  
One

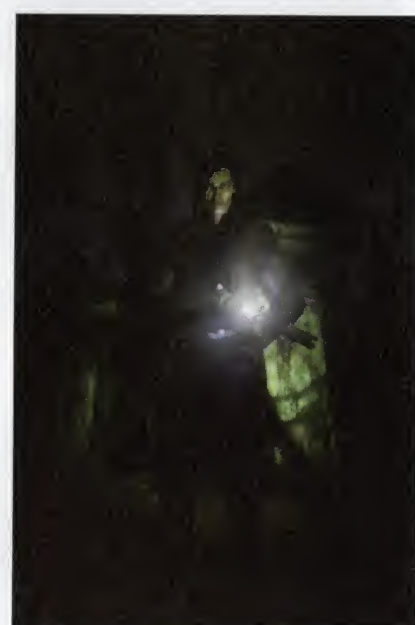
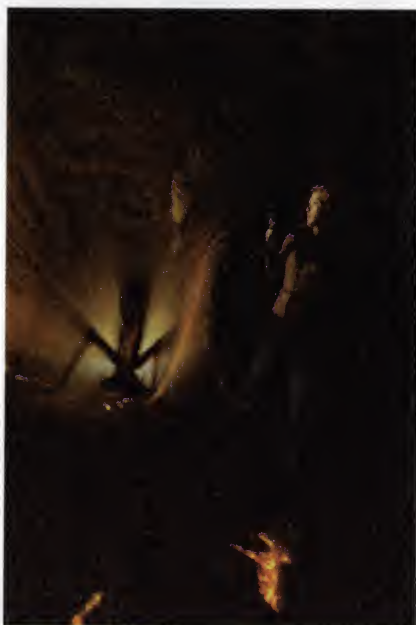
## PROGRESS REPORT

### Positive Points

- ◆ Amazing attention to detail
- ◆ It's the original survival horror franchise

### Negative Points

- ◆ Let's hope it's not as frustrating as in Cold Blood



For the average PlayStation owner, the survival horror genre means the *Resident Evil* games, inspired by the zombie movies of George A Romero. But for some, the survival horror theme began a decade ago on the PC, and they were inspired by a creative force older still, the chilling literary works of H.P. Lovecraft. By innovative use of camera angles in claustrophobic settings it really made the player shiver in his seat when lumbering unholy beasts lurched his way.

Now it looks like this series is going to rise from the grave and reclaim the title of best horror game with its cold dead fingers. Coming

to PlayStation this November, and PlayStation 2 early next year, Infogrames are pulling out all the stops in making this one to challenge Capcom's finest.

The approach they've taken isn't from the point of view of packing in more monsters or explosions, but of getting the right atmosphere; *Alone In the Dark 4* has atmosphere to spare and then some. Each of the game scenes you can explore has an intricately modeled pre-rendered background, and there are 1300 of them in the game. Each of the portraits you see in the mansions you explore was hand painted and then scanned into the game. The amount of

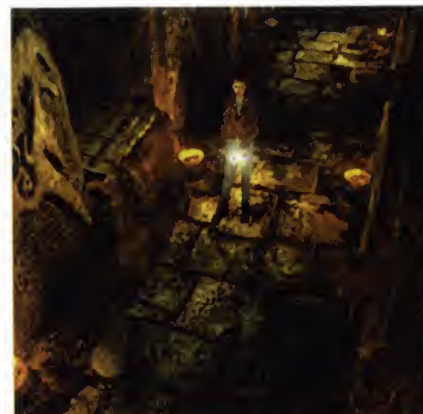




They're heeeeeeeere



We're ready to believe you



This guy thinks the sun shines out of his arse



That was your plan. "Get her"



Is it still there?

trouble they went to in making this game realistic is ... scary.

The plot of this Victorian thriller centers around the adventures of Edward Carnby, the hero of the Alone in the Dark series. You can also select one Aline Cedrac at the start, presumably a female analogue. His one special power is that he can recognise evil on sight, which is how he can tell that slobbering Hell-demons rising from the ground are not good candidates for making friends.

Carnby works as a paranormal investigator, specialising in unearthly, ancient evils that lurk just below the thin membrane of sanity we call reality, ready at any time to wake from centuries of slumber and dash the entrails of respectable Victorian types against the walls. Readers of Lovecraft's books, or fans of the role playing game Call Of Cthulu will be well aware of the kind of madness and depravity that one can sink to just by looking at these creatures.

The game designers have started out with an appreciation of the subtlety required to pull off this kind of reaction in the player. The pacing has been made deliberately slower than Resident Evil in an attempt build more tension. In several sections of the game you'll find yourself navigating by torch, quite literally alone in the dark.

It's always a challenge to keep the action content reasonable when designing this kind of game, and readers concerned that this could be another frustration-filled adventure title are entitled to be wary. But Alone In The Dark comes from a long lineage of worthwhile productions, and considering the theme it would be entirely appropriate if this game drove you mad.

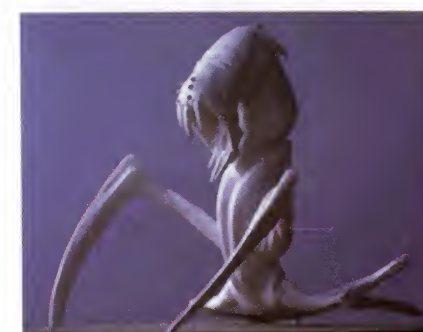
Rodney Gall



Supernatural levels of grime



Okay, so, she's a dog





# Wacky Races

Dick's not Perfect, but he's not Slag either.

## FACT FILE

■ Publisher  
Ozisoft

■ Developer  
Apaloosa

■ Genre  
Novelty Racer

■ Release Date  
September

■ Players  
1-2

## PROGRESS REPORT

### Positive Points

◆ Based on an absolutely classic cartoon from the hey-day of simple slapstick.

### Negative Points

◆ Simple track design  
◆ Incomplete physics engine  
◆ Annoying music.



It's the Dynamic Duo

**W**ith the introduction of 24 hour cartoon channels on the Pay TV networks here in Australia, a number of old classics have since made a resurgence. Cartoons such as *Scooby Doo* (before that annoying *Scrappy* came along), *Flintstones* and the *Smurfs* have all proved to be resounding successes. One other show has been slowly been making a come back and now is featured alongside these others on Cartoon Network and other channels: *Wacky Races*.

This aptly named cartoon has a number of crazy vehicles all vying for top spot in a different locale each week and when it was first introduced to us avid cartoon watchers all those years ago became an instant hit with its slapstick mishaps and stunts.

### THEY'RE ALL HERE

Characters such as Penelope Pitstop in her Compact Pussycat and Peter Perfect raced head on against the cliched bad guy Dick Dastardly

and his side kick, Muttley. For those who don't know who Muttley is, his hissing laugh is probably the most famous laugh in cartoon history and brings a giggle to any small kid's lips when first heard.

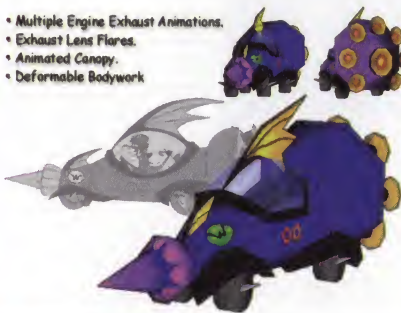
Finally, someone has had the guts to try to bring over the silliness of *Wacky Races* to a game and has decided to put it on our beloved console. Apaloosa, with the backing of Infogrames are hard at work to ride the coattails of the success that the cartoon series is having at the moment with their arcade racing simulation.

Rather than sticking with the very two-dimensional feel that the TV show has, the developers have attempted to move into the third dimension and have re-modeled all the original vehicles, from the Army Surplus Special to the Slag Brothers cave car with fine detail.

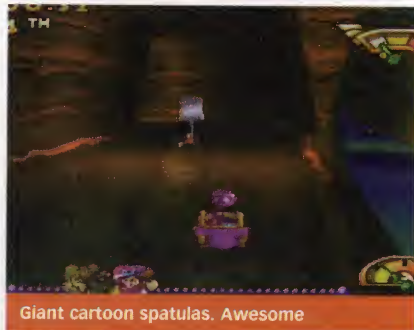
### DASTARDLY'S COCKING UP YET AGAIN

You get to choose from any of the characters except for Dick. This appears to be due to Dick's inclusion being for laughs, just like in the show.

- Multiple Engine Exhaust Animations.
- Exhaust Lens Flares.
- Animated Canopy.
- Deformable Bodywork



Wonky on purpose, or if is that just jag?



Giant cartoon spatulas. Awesome

He and Muttley are constantly trying to cheat to win, and are just as constantly stuffing up with the end result being them crashing or going out of control. It's great to see their car careening wildly out of control and off the edge of a cliff.

The powerups are inherited directly from the cartoon too. Big giant boots on springs, irons ready to flatten other racers, and sirens all feature prominently, with monster wheels and the ability to temporarily fly giving you some defense against the various obstacles in your way.

Unfortunately, the code we've received for this preview was from earlier in the development process than we'd have liked. The game freezes after 2 or 3 minutes into each race and requires a reboot. Obviously, this bug will be fixed for the final release but it means that we have only been able to see about 20% of the game for this preview. Next month we should have a much more comprehensive and complete review of this game that could just be the diamond in the rough you're looking for

Andrew Parsons





# Matt Hoffman's Pro BMX

Who didn't want to be a BMX Bandit?

## FACT FILE

■ Publisher  
Activision

■ Developer  
Runecraft

■ Genre  
BMX

■ Release Date  
December 2000

■ Players  
One or Two

## PROGRESS REPORT

### Positive Points

- ◆ Should be as good as Tony Hawk 2
- ◆ The first decent BMX game

### Negative Points

- ◆ You won't want to own both this and Tony Hawk



"Hang on, is my cap on backwards?"



Attempting a Head-Up-Arise 1080



"I want to ride my bicycle, I want to ride my bike"



"I want to ride my bicycle -"



"- I want to ride it where I like!"

Both the share price and sales of Activision are soaring at the moment, and a significant factor in this has been the unstoppable force that is the Tony Hawk industry. Tony Hawk's Pro Skater (released as "Tony Hawk's Skateboarding" down here) has been a runaway success. It's sold like hotcakes in the US, Europe and Australia, and has even managed to break into the highly insular domestic Japanese market.

The formula for this success seems obvious in retrospect; come up with a gorgeous graphics engine for your sports game, then add an intuitive and elegant control system for performing tricks, and finally get a professional sportsman from the field to tweak the handling

of the game to perfection and put his face on the cover of the box. The result is a game that appeals to both casual gamers with its accessibility and demigod endorsement and to hardcore gamers with its highly rewarding gameplay.

It worked for skateboarding with Tony Hawk, so now Activision are counting on lightning striking twice by giving the same treatment to the world of BMX. This time the celebrity is Mat Hoffman, who like Mr. Hawk was something of a pioneer in the field in the late 80s, but has now moved into more entrepreneurial areas, like forming professional bodies and flogging bikes with his name on them.

Matt Hoffman's Pro BMX is due for release shortly after Tony Hawk's Pro Skater 2, and will use the same improved version of the graphics engine from Tony Hawk One. Like Tony Hawk 2, Matt Hoffman's Pro BMX will incorporate a level edit mode. It'll have almost a hundred different skate park-like objects for you to play with.

For those who follow the BMX scene, some degree of satisfaction is sure to follow from

being able to play other leaders in the field, such as Mike Escamilla, Joe Kowalski, Dennis McCoy, Cory Nastazio, Kevin Robinson Simon Tabron and Rick Thorne. There are hundreds of tricks that can be pulled, and each character has their own signature moves that you can master.

There are eight different courses on which the games progressive single player challenges unfold, and there is the potential to earn improved stats for both your game character and his bike. Indeed, there's just about everything worth mentioning from Tony Hawk 2. In fact, it would be fair to say that Mat Hoffman's Pro BMX is Tony Hawk 2 with bikes instead of decks. This is still a good thing, as the game is bound to be polished and superb, but it begs the question as to whether an extreme sports enthusiast would be well served by buying both.

We will of course bring you the full review in time for the launch of this game, but readers will be forgiven for not holding their breath. We've been over this territory before.

Rodney Gall



You'll be able to chain all manner of moves together



# Medal Of Honour: Underground

Who do you think you are kidding, Mr. Hitler?

## FACT FILE

### ■ Publisher

EA

### ■ Developer

DreamWorks  
Interactive

### ■ Genre

First Person Shooter

### ■ Release Date

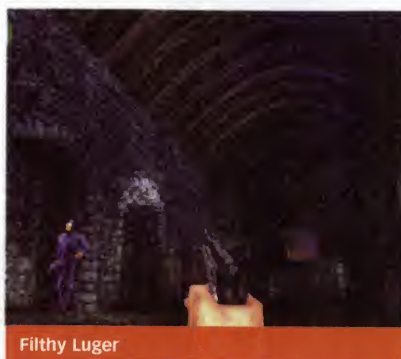
October

### ■ Players

One or Two



Matter of fact, I've got it now



Filthy Luger

**M**edal Of Honour is perhaps the best first person shooter available on the PlayStation, and the latent demand for this kind of product helped drive it to become one of the best selling games of 1999. Dream Works Interactive finally hit its stride with MOH, by providing highly varied mission objectives, sophisticated AI, and the opportunity to fill Nazi scum with the hot lead of justice.

This new prequel due out very soon takes a leaf from Perfect Dark's book by providing a female main character this time around, the French Resistance member Manon (MOH old-

timers may remember her as the one giving you orders in the first game). Veterans' societies were consulted extensively in the production of MOH: Underground, to ensure the most accurate depiction possible of the women who fought behind enemy lines in World War II. In this game your missions will be more varied and daring than ever before, involving the extensive use of disguises and stealth.

Set across both sides of the Mediterranean, your missions will see you go up against not only enemy soldiers, but also half-tracks and tanks. Also, helping you out this time around will be an AI character which will (hopefully) cover your



Nazis are nasty

arse and help you complete your objectives. Together with more destructible building features, a wide variety of level types and a PSX market by and large starved of decent shooters, MOH: Underground should clean up. I'm already whistling the 1812 overture in anticipation.

Rodney Gall

# Star Trek: Invasion

You canna' change the laws of physics

## FACT FILE

### ■ Publisher

Activision

### ■ Developer

Warthog

### ■ Genre

Space Shooter

### ■ Release Date

September

### ■ Players

One or Two

**I**'m a big fan of Colony Wars, and a big fan of science fiction, but my interest in Star Trek, until now, has been marginal at best. Watching a shabby collection of camp American actors parade around in jumpsuits is hardly my idea of fun, so at my local Civic Video I usually hunt down the Doctor Who tapes instead. But this new space shooter from Activision really made me take a second look at the whole milieu, as it portrays the Trek universe as a setting for epic and bloody combat.

The first bit of good news about Star Trek: Invasion is that it's been developed by the same team that did Colony Wars, so they're off on the



Black holes should be better indicated



"Great shooting, kid. That was one in a million"

right foot already. The gameplay is space dogfighting, pure and simple, and the limited use of cinematic segues is about the only thing standing between you and some hard vacuum action. Secondly, the B-List acting talent they got on board was none other than Michael Dorn. The voice of Worf features prominently in the game, and he's usually yelling at you for not killing enough Romulans.

But most significant of all is that both in terms of graphics and game balance this is the most advanced space shooter yet developed for the PSX. Even with multiple enemies on screen and lighting effects left and right, the graphics are as smooth as a baby's head. If there's ever going to be a game to give Colony Wars a run for its money, it's this.

Rodney Gall



# Spiderman

Spider - He is our hero!

## FACT FILE

- Publisher  
Activision
- Developer  
Neversoft
- Genre  
Action/Adventure
- Release Date  
September
- Players  
One

This game has been in development for well over a year now, and Neversoft seem to have been taking their time to get this one absolutely perfect. The footage we've seen of Spiderman so far is amazing, and it looks like fans of the comic book legend will be in for a definitive PlayStation vision of their four-colour hero.

In producing Spiderman Neversoft have used their widely-praised Tony Hawk engine. With the technical grunt work already taken care of, they've been free for the past year or so to perfect the various different types of sub-games a player of Spiderman will have to deal with. These include web-slinging levels, where you must swing from building to building across New York, stealth levels, where you must use your wall-crawling abilities to evade

detection by the bad guys (surely a difficult task, in his red and blue tights), and boss levels, where you are obliged to devise means to take out super villains like Rhino, Dr Octopus and Venom. It's a tough call, but I think Spiderman for the PlayStation will



"We are Venom!"

surpass the levels of quality set by the Atari 2600 version. Soon Spider-fans will be able to re-enact all their favourite Spider-moments, from defeating comically bedecked evil-doers to Spider-snogging Mary-Jane. We'll have the full

review next month, so you can all start practicing scratching the backs of your heads in anticipation.

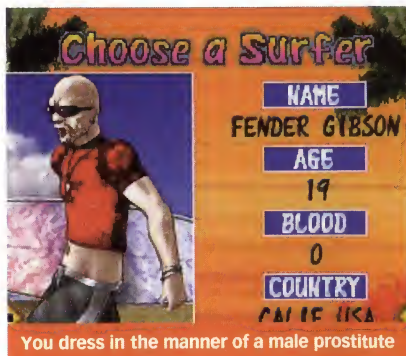
James Cottee

# Jerry Lopez Surf Riders

A game that's really going down the tubes

## FACT FILE

- Publisher  
Ubi Soft
- Developer  
Ubi Soft
- Genre  
Surfing
- Release Date  
October
- Players  
One

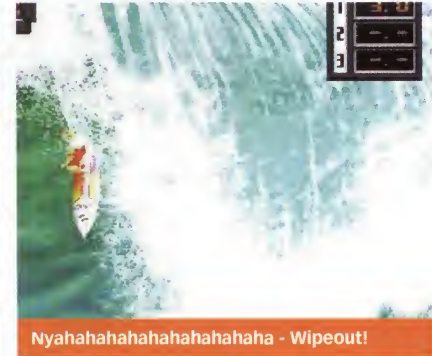


You dress in the manner of a male prostitute

Just about every extreme sport known to Man has appeared on the PlayStation, skateboarding and snowboarding being the most exploited genres. But what of surfing? A past-time so close to the Australian dream, so synonymous with the lifestyle of



You can't beat the feeling



Nyahahahahahahahahahahaha - Wipeout!

California, so the-only-thing-you-can-do at Cornwall, has been ignored by so many software developers for so long.

Now there may be hope for all those out there who wear surfing fashion labels but never go to the beach. Ubi Soft are biting the bullet and bringing out a surfing simulation game for the PlayStation. Like in all the other games of its ilk you'll be able to pull off elaborate tricks as you mash buttons against a giant arcing wall of water. But unlike most extremely sporty games, this will not be easy. In fact, Jerry Lopez Surf Riders is bloody hard.

Which isn't to say there's no market for

self-flagellation. Thrasher was an extremely difficult skating sim to get into, but those who put the effort in generally got something in return. Surf Riders takes the fine ballet of surfing and places it at the player's feet. You'll have bleeding toes for a while, but eventually you'll soar like a swan.

One other thing, you'll be able to surf in Australia. Not that it will mean much in visual terms, as all waves look pretty much alike. But patriotism never goes astray. More on this game next month.

James Cottee





# PlayStation Top Twenty

Here's the electronically collated rundown on what's been selling in the world of PlayStation. As usual it's mostly blockbusters and big-selling Platinum games, but there are one or two surprises in there this month. All sales figures are compiled by Inform in association with AVSDA

## Top 20 Best Selling PlayStation Games

- 1 Colin McRae Rally 2
- 2 Gran Turismo 2
- 3 Syphon Filter 2
- 4 WWF Smackdown!
- 5 Tony Hawk's Skateboarding
- 6 Crash Bandicoot Warped Platinum
- 7 Medievil 2
- 8 Muppet Race Mania
- 9 Ayrton Senna Kart Duel
- 10 Spyro Platinum
- 11 Tomorrow Never Dies
- 12 Ridge Racer 4
- 13 Driver
- 14 Need 4 Speed: High Stakes
- 15 Tekken 3 Platinum
- 16 AFL 99
- 17 Crash Bandicoot 2 Platinum
- 18 Star Wars: Jedi Power Battles
- 19 Gran Turismo Platinum
- 20 TOCA Touring Cars 2

### 1 Colin McRae Rally 2



# What's the crew playing?

James Cottee



## JAMES COTTEE

1. Team Buddies
2. Vib Ribbon
3. Tron Bonne
4. Rayman 2
5. Terracon

## Team Buddies



War has never been so much fun! Team Buddies is a rare example of a game done right. Its wining mix of frantic action, cartoonish visualisation and unlimited potential for bastardry just keeps me coming back for more. It reminds me a lot of Cannon Fodder and other classics that you forget until a game as good as them comes along. It works best as a multiplayer experience, though, so when alone I like nothing better than to dim the lights and boot up the never-ending line of music running through Vib Ribbon. There are also some excellent adventure games out at the moment, as the rest of my list attests.

Rodney Gall



## RODNEY GALL

1. Deus Ex
2. Counter-Strike
3. Serious Sam Demo
4. SWAT3: Close Quarter Battle
5. Delta Force 2

## Deus Ex



I'm not really playing many PSX games at the moment, because nothing worthwhile has been released recently. Instead, I have been playing PC games. Deus Ex is the brilliant office-redecoration simulator from Eidos. Counter-Strike and Delta Force 2 both provide excellent opportunities to ventilate other human opponents over the internet, and SWAT 3 has some of the most sophisticated AI around. Serious Sam is a very cool shooter from a small development team in Croatia ([www.croateam.com](http://www.croateam.com)). Here's my challenge to PSX developers: make a game that's worth playing. Here's a hint: crappy racing games need not apply.



## PETER HART

1. Rayman 2
2. WWF Smackdown!
3. Chase The Express
4. Muppet Race Mania
5. Jedi Power Battles

## Rayman 2



I think Rod is just sore because James hasn't been giving him any good games to review lately. He'll change his tune when Tenchu 2 comes out, that's for sure. As for me, I've been finding little can distract me from trying to get to the end of Rayman 2. Considering how incredible the Dreamcast version is, I'm going to have serious trouble waiting for the PS2 one to come out. I must say I'm baffled by Sony's choice of Platinum titles for release this month. I mean, even if it does sell a million copies or whatever the threshold is, shouldn't they also check to see if the game is any good or not?



# PLAYTEST CONTENTS

Game of the month: Rayman 2



Every game featured in our PlayTest section has been reviewed independently and objectively by our team of writers. We aim to give an informed and comprehensive idea of what the game is about, and most importantly, whether the game is good or bad. Each game reviewed receives an overall score out of 100 which should be seen in context of the type of game it is and in relation to similar titles it is competing with.

## THESE FACTORS ARE AWARDED UP TO FIVE STARS:

<b>GRAPHICS</b>	Does the game look good and has it taken advantage of the available technology?
<b>SOUND</b>	The PlayStation offers developers the potential to create mind blowing audio. Have they?
<b>GAMEPLAY</b>	This is what it boils down to. Is the game enjoyable and fun to play, or will you hurl the joypad at the TV?
<b>DIFFICULTY</b>	Is the game difficult? Does it take a great deal of skill to play? The higher the mark here, the more difficult the game is.
<b>LIFESPAN</b>	How long can you expect this game to hold your interest? Will you play again after you have beaten it?
<b>PLAYERS</b>	Some games allow two or more players to take part, either alternately or simultaneously, and some can even be linked to a second PlayStation for head-to-head two-player action.
<b>GAME FEATURES</b>	Many games take advantage of after-market devices such as analogue controllers, steering wheels, Sony's PlayStation Mouse, various light guns, the Multi-tap four-player adaptor, memory cards, various peripherals and accessories.
<b>ALTERNATIVES</b>	A selection of games that are similar in concept or appeal to the one reviewed.

## WHAT OUR RATINGS MEAN:

<b>91 - 100%</b>	<b>AN INSTANT CLASSIC, YOU MUST PLAY THIS GAME!</b>
<b>81 - 90</b>	<b>EXCEPTIONALLY GOOD, WITH FLAWS YOU'D BARELY NOTICE</b>
<b>71 - 80</b>	<b>A GOOD EFFORT WITH A FEW NIGGLING FLAWS</b>
<b>61 - 70</b>	<b>A VERY AVERAGE GAME WITH A FEW PROBLEMS</b>
<b>51 - 60</b>	<b>HAS SOME NICE IDEAS, BUT COULD HAVE BEEN MUCH BETTER</b>
<b>41 - 50</b>	<b>A GAME WITH A GREAT DEAL MORE FLAWS THAN MERITS</b>
<b>31 - 40</b>	<b>PAINFUL TO PLAY, AND A WASTE OF MONEY</b>
<b>21 - 30</b>	<b>GETTING A SHOT FOR TETANUS IS MORE FUN THAN THIS</b>
<b>11 - 20</b>	<b>UTTER SHITE. GO OUT AND GET SOME SUN INSTEAD</b>
<b>01 - 10</b>	<b>IMPRESS YOUR FRIENDS WITH A COOL BLACK DRINK COASTER!</b>

### 58 RAYMAN 2

Is this the best platform game ever made? We think so. Rayman, one of the longest running and best selling characters on the PlayStation finally gets an epic sequel to his first multi-million selling hit. It's colourful, it's vast, and it pushes the PlayStations graphical power to the limit. Now we can't wait to see him on the PlayStation 2...

### 62 TOCA WORLD TOURING CARS

Bathurst! Bathuuuuuuuurst! Now instead of just watching the racetracks at Mt Panorama, Adelaide and the Gold Coast on TV you can actually race them. And what better way to do so than on a driving game that surpasses both Gran Turismo and Colin McRae in its realism and playability? TOCA WTC is perhaps the best driving game yet.

### 66 CHASE THE EXPRESS

Action! Danger! Excitement! Hostages! High speed trains! All these Hollywood movie cliches and more are packed into this surprisingly entertaining action romp.

### 68 INFESTATION

Aliens just don't seem to be able to get it into their heads that outer space rightfully belongs to us. Infestation is an excellent opportunity to remind Them who's boss.

### 70 TEAM BUDDIES

Fancy a game that lets you and up to three friends slug it out with little armies of capsule-shaped men in a world like Toytown gone bad? Team Buddies is for you.

### 72 X-MEN

The hoop-la surrounding the recent X-Men movie has died down now, so we can look at this fighting game in a more objective light. It could have been a lot better.

### 74 RE VOLT 2: RC REVENGE

Re Volt, a remote controlled car racing game, was a big let down. So is the sequel.

### 75 EVO'S SPACE ADVENTURES

Control strange little robot animals in a giant rotating space farm. To disco music.

### 77 THE MISADVENTURES OF TRON Bonne

The arch enemy of Megaman returns, now armed with a squad of vicious Lego men!

### 79 BALLISTIC

An interesting puzzle game, similar in many ways to Bust A Move.

### 81 FINAL FANTASY VIII PLATINUM

In retrospect, this role playing game could have been a lot better.

### 82 COOL BOARDERS 3 PLATINUM

An unnecessary addition to the genre, now at a bargain price!

### 82 X FILES PLATINUM

A puzzle based adventure game with streaming video of Gillian Anderson

### 83 SPYRO 2 PLATINUM

The baby dragon is back, and represents an excellent platform purchase at this price.

### 83 TARZAN PLATINUM

A Disney spin-off that rode high on the coat-tails of a now-forgotten film.



# RAYMAN 2: THE GREAT ESCAPE

3D platformy action, but good

## FACT FILE

■ Publisher  
Ubi Soft

■ Developer  
Ubi Soft

■ Genre  
Platform

■ Release Date  
September

■ Expectations  
Rayman 1 was a treat and Rayman 2 is a massive improvement, technically and aesthetically.

## ALTERNATIVES

■ Crash Bandicoot 3  
■ Spyro 2 ▼



Meet Rayman, the toughest guy to come out of France since Asterix





This game is good. Very good, in fact. I felt a need to get that out of the way immediately as Rayman 2 could easily be mistaken for a game that is trading off of its prequel, with a few nice graphics thrown in to grab a few quick dollars from the unsuspecting public before it rushes to the bargain bin. Despite only being his second outing, Rayman has a bit more experience with this platform tomfoolery than you suspect. He began his career in a 2D platform game, on a crap 16 bit console, then on the Saturn and PlayStation. Ever since the original Donkey Kong arcade game made a successful conversion to home consoles games companies have been falling over themselves to create and market (market being the more important one) a cutesy, cartoony character, whose name alone would assure sales, such as Mario,

Sonic or Crash. Unfortunately the lure of big time sales has created a massive glut of generic cartoon characters who appear in a few games of lesser and lesser quality until they finally disappear into the creative wasteland from whence they came. Rayman, as opposed to the non-existent Raywoman (hey, there's an idea for when the franchise starts to get tired. What about Rayteen, Raydog and Raygerbil?), may have followed that path, or the very similar one in which a 2D series doesn't make a successful cross over to the world of 3D, had it not been for the fact that Ubi Soft are the polygonal shifting, aesthetically pleasing, texture mapping, unique game creating fiends that they are. This game's quality is so in-your-face that it is hard to even know where to begin.

#### SO CHUNKY YOU CAN CARVE IT

Sometimes if you pull something apart and look at all the bits (don't you just love specific, detailed examples?) it looks like it would be really good. If the example is a video game (and why not use that example since this is a video game mag) then you can break down what makes a good game into things like gameplay, graphics, sound and proliferation of hot babes then judge all these components on a sliding scale. While this may help us discuss our favourite past time in an educated manner, the problem is that the sum of the parts may not be quite as good as you think it should be. There is a more arty-farty, hoity-toity term for the overall feel;

"atmosphere." Rayman has it in spades (or clubs or whatever other card deck suit means "a lot of it"). Every level, every piece of every level, seems to have been inspired by something greater than







Wow, it's the headquarters of the ATO



The power is in your hands



Pushing the PlayStation to the edge of its capabilities



No, that's not where lava lamps come from



the thought of being the next Mario. With some of the trippy character designs and puzzle ideas you may be wondering exactly what synthetic substances helped with the inspiration but I'd like to think that Ubi Soft employees are simply happy, rosy-cheeked optimists who are just overjoyed with their existence and the state of the world in general and that attitude shines through in their work. The music fits perfectly, Rayman's animations are, um, fitting and everything else, um, fit... (fooled you) is exactly as it should be. The clearness of vision is amazing. This "overallness" is the icing on a very technically proficient and lovely tasting cake. So what, exactly, is R2 made of?

#### SAVE THE CHICK. SAVE THE WORLD

I don't think it's possible to have any other story line for a platform game. Faulting it for unoriginality here would be like faulting a new recipe if the end result was food that could be eaten. Platform heroes need a simple world, with a simple problem that needs a simple solution involving an ice level, a desert level and (usually) a butt stomp move. Perhaps a slight plot overview is in order. You are Rayman, of course, and your world has been invaded, in fact conquered, by a band of robot pirates led by their robot pirate king. Your magical powers are gone and you are a prisoner in the floating prison ship (where did you think they kept convicts?). The good fairy, Ly, has been captured also but she did manage to send help to you, so that you could help her. Your buddy, Globox (a big-mouthed, fat, blue guy), is thrown into your cell but he has smuggled a silver lum in by hiding it in a body cavity. The silver lum gives you the power to "throw" magical punches and break out of gaol. This is where the game starts but there are a bazillion cut scenes between and during levels to build upon this. Saving the chick isn't the final objective; it happens early on and then Ly fills you in on how to save the world. This involves collecting 800 "lums" which are the life source of the world. You also need to find the four masks and deliver them to Polokus, a very powerful magician, who will use them to banish the robo-pirates forever.

#### LINEAR SCHMINEAR, BUDDY

The happy, fairy-filled land of Rayman 2 starts with your standard "foyer" area which links up to all other levels. Lums are scattered throughout each level and need to be collected

to access the next level. Not every lum needs to be collected to progress or, indeed, finish the game. It's possible to repeat levels if you don't have enough lums or if you are an obsessive-compulsive freak and feel you must find every secret contained in every game you own. (If you are one of those people I'd suggest that you seek treatment, get a life or apply for a job at a solutions magazine.) Lums are available in a few flavours; yellows are the 800 which you seek, red ones provide health, greens are save points and the purple circular lums are used for swinging on, to climb higher or cross unjumpable gaps in the landscape. Some of the Raymeister's buddies have been captured by the pirates and are being held in tiny cages here and there so part of your job, as a do-gooder, is to behave like an animal activist (no, not grow dreadlocks, go on the dole and start, but never complete, an arts degree) and release them back into the wild.

Variety is the spice of life, as the cliché says, and this is a philosophy which has been taken to heart for the puzzles, objectives and modes of transportation that you'll be using. There's the level which involves running and dodging as a pirate ship chases you, destroying the ground underneath you. Some levels feature happy meadows for you to frolic in while others are in dark and sinister, but still cutesy, caves.

Lava is hot. You may already know this from science class at school. If Rayman falls into it he burns to death. That would hurt and is to be avoided if at all possible. Luckily giant lums are fire resistant and happen to be located in very handy positions near lava rivers allowing for some make-shift raft action. Robotic rockets which chase Rayman can become tired and used as a horse-like steed.

Barrels have always played a vital role in platform games, so as a tip of the hat to, or perhaps total rip-off of, Donkey Kong, R2 incorporates them for unique purposes. They can be tossed onto bad guys or, when combined with a flaming torch, become rocket powered vehicles.

In terms of layout, the levels involve travelling from A to B with only the occasional nook or cranny to explore. Whether you think this linear design limits the immersion factor is for you to decide but it has been done for a specific reason. RPG-style, wandering around, "oh my god I love the freedom" gameplay has its place but it makes for, generally, a much slower





## GAME FEATURES

Memory Card

Single Player

Dual Shock Compatible

moving game. This little, black disc is designed for you to plough through each level. You can go back later if you wish to fart around. Linearity (despite not being an actual word) is a strength, not a restriction, of the game.

### LOOK, MA, NO ARMS

Whether our hero has limbs that are simply invisible or whether he is limbless has been the topic of hot debate around the office for many minutes. Right at this moment James and Rod are working on competing essays titled "Rayman's planet is magic so he doesn't need arms plus I'm the boss so what I say goes," and "The laws of light refraction in the world of Rayman, how this relates to invisibility and why James is a retard." Arms or not, The little character is a well animated bunch of polygons (and such compliments are normally reserved for Ms Croft and other such big titted mamas). If left on his own for too long he gets bored and started to dribble, in the basketball sense, his body. Whether he's gliding with his helicopter hair, swinging around like a monkey or just hanging with his homies the French freak never loses character. The texturing of the polys (that's hi-tech talk) is nothing short of jaw-droppingly, splendorous and the camera angles are a treat.

Mostly the camera can be rotated via the R1 and L1 buttons but occasionally the game slots it into a fixed position. When this does happen it is for your benefit, so isn't a problem. The PlayStation version compares very favourably to the Nintendo 64 and Dreamcast version. It's not just a quick port for a quick buck.

### TIME TO GET FUNKY

The PSX version is actually superior to the DC and N64 versions when it comes to the sound effects and music. That's not surprising, in regard to the N64, because the 64 has sound capabilities that are bested by a digital watch I had in the third grade, which played twenty different tunes for an alarm. It is amazing that it betters Sega's next gen behemoth. Real voices have been used and, in a unique move by Ubi Soft, they don't suck.

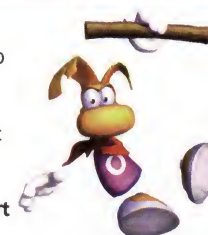
### THIS GAME IS GOLD, BABY

This is one of the best platformers, possibly the best, available for the PlayStation. Our funky-haired buddy deserves all the success and praises that have been, and will be, heaped upon him. Some slackers bitched that the first game was too hard but it was simply more than a walk in the park. All three console versions of



Rayman 2 are stand out conversions and Rayman for the Game Boy Color is shaping up to be a worthy adversary to Mario. Rayman 2 is well worth the price of admission and has already got me anticipating the third installment on the PS2.

Peter Hart



# Australian Station

■ GRAPHICS:	★★★★★	Very few jagged polygons
■ SOUND:	★★★★★	Excellent voices and fitting music
■ GAMEPLAY:	★★★★★	Fast and action packed
■ DIFFICULTY:	★★★	Fun while it lasts
■ LIFESPAN:	★★★	Can be completed quickly but fun to go back to

# 96

PERCENT



# TOCA WORLD TOURING CARS

World Touring Cars are the cream of the crop - is this game the same?

## FACT FILE

■ Publisher  
Ozisoft

■ Developer  
Codemasters

■ Genre  
Racing

■ Release Date  
September

■ Expectations  
A very realistic simulation of racing touring cars with good control and a multitude of options to make it suit you.

## ALTERNATIVES

■ Gran Turismo 2

■ Colin McRae 2.0 ▼



*Is this a Commodore I see before me?*

**C**odemasters just keep getting better and better. Hot on the heels of the huge success that is Colin McRae 2.0, comes TOCA World Touring Cars. Yes, TOCA 3 has undergone yet another name change, but this time it's final. And luckily, the game is finally done too, and we can take a look at this title billed to be the best racer on the PlayStation ever.

Codies have had a long history of developing racing titles on the PlayStation so their expertise should shine through when compared to other car games on our little grey box. It does just that, and proves that a game done right can liven up the technology that is the PlayStation and bring a gleam to the eye.

### A DREAM COME TRUE

TOCA World Touring Cars is the ultimate in racing car games. Racing against phenomenally good AI, you'll find yourself travelling the globe on the world's most famous circuits in search of that elusive first place in the World

Championship. Of course, the game isn't that straight forward. In fact, Championship mode puts you in the place of someone wanting to get into the World Touring circuit, albeit in a simplified fashion.

You start by choosing the region where you want to start your career and then browse the various team offers made. Here's where you get the first glimpse of a game that goes beyond the typical race and place. Indeed, these team offers are all contingent on you proving yourself by racing on their choice of circuit within their specified time limit. The first one or two should prove easy enough, but the trials later on can be incredibly difficult.

### AND THAT'S JUST THE START

Once you've proven yourself, a racing team will offer you a position in their championship season, racing one of their two cars. But your toils don't end there, for they expect you to deliver on your promises of skill. Each team requires different results, and some also change

their demands depending on how well you've done previously.

These requirements will also reflect how difficult that particular championship can be and can range from simply finishing first just once, to winning the championship, to finishing fifth overall, to coming second or better in 4 of the 6 races. As you can see, the challenge is quite varied and proves to be an accurate reflection of the performance of the car you've been assigned and the skill of the other drivers.

### REALISTIC INTELLIGENCE

Don't be deluded into thinking things are equal. Nothing could be further from the truth in this game. You'll find that some of the computer drivers are in cars with better acceleration or top speed than your own, and others will not be able to keep up with you down the straight but can take the corners much more easily. This is just the first step in the devious nature of this game.

The second is the artificial intelligence of the





computer-controlled drivers. And intelligence it has to be called. When was the last time you saw a computer driver veer into your way when you got too close behind it? Or see a car go completely out of control after simply swerving to miss debris on the track? How about two competitors taking each other out in front of you as you find the narrowest of margins to sneak through.

There was even one moment where we had been able to keep one of the drivers behind us all the way down a long straight, only to be overtaken towards the next corner. The computer driver was so upset with our tactics that he swerved in front of us purposefully knocking our front off centre and causing us to head into the sand.

#### STAY ON THE ROAD

The sand is a place you don't want to be. Far from the unrealistic surface textures in other racing games, you'll find that when you try to drive places where the tarmac isn't, the traction is so realistic you'll regret instantly not braking that little bit extra. I can think of any number of games where I've driven straight through S-bends with only a small amount of slow down which was far exceeded by the amount of time made up by not having to brake or steer. Not so in TOCA WTC. Even the ripple strips taken the wrong way can have your racing machine threatening to roll itself while shooting out trails of sparks as the underbelly scrapes where it shouldn't.

The car modeling is great, and you'll appreciate the textures and intricate detailing done on each team's cars. It's always a great feeling seeing your own name on the back windscreens, but the detail is so fine in this game, you can even see it on the side windows as well from the right camera angle.

#### THE BEST DAMAGE MODEL EVER!

This, of course, assumes you still have your windscreen, which may be a dangerous assumption to make when you're well into a race. The damage model really shows up how

detailed these cars are. Each window can be broken individually, with front and rear windscreens taking progressive damage before smashing entirely.

Other sections of your car can fall off, including the rear wing, both front and back bumper bars, the bonnet, side mirrors, and we're sure we saw a door fall off, but when we went back we couldn't find it. "Why would we look?" you ask. All parts of the car are persistent objects, and this applies to the other vehicles too. In fact, it's not unusual after a particularly bad pile-up to find a two or three bumper bars or other debris lying on the track on your next loop around.

Watching a bonnet slowly get damaged to the point where you can't actually see where you're going is amazing. Or, alternatively, if the catch breaks and you're speeding down a straight, you may see it simply fly up in front of you and off the car. When the rear bumper bar is dragging along the shower of sparks is impressive, and looks even better when it's coming from another car.

#### IS THAT THE SUN?

This car detail also allowed the developers to build a really good lighting model too. So, instead of seeing the same shadows regardless of where the sun is, the car's shadow moves in conjunction with where the light source is. The shadow is in the correct shape too, which makes it feel all too real when coupled with the sun's reflection on the windscreen.

There are the usual multitude of racing views, from the two behind car views, to the bonnet and cockpit views. The inside view is incredibly difficult to race in, as part of your screen is taken up with the steering wheel and instrumentation along with the frantically moving hands changing gears and steering in time with your control movements.

And then you get to see the enormous number of camera choices in replay mode and realise yet again how much work has been done on this game. When you can watch the entire race from your selected view, whether it be top







down, or "left overtaking", or "close rear view", you'll find yourself watching your replays more often than actually racing. It's especially satisfying to watch what happens behind you when you make a particularly fine overtaking maneuver.

#### ACCURATE AND TIMELY ADVICE

The sound hasn't been ignored either. The developers have worked hard here to provide the right balance of car sound effects combined with commentary and pit crew and other incidental sounds. The commentary can only be heard before or after the race itself, with your only information coming from the pit crew who encourage you to catch the next driver, or to beat off the guy who's tailgating you. All the drivers are named, so it makes it particularly personal, and you begin to hate certain drivers by the end of a particularly grueling

championship. The commentator refers to you as the new driver of whatever team you're in, reinforcing the impression of you being a newcomer who's out to make it in the world of touring car racing.

Besides the Championship mode, you'll find the typical Free Play, Quick Race and Time Trial modes. All three of these give you access to any track that you've opened up, along with any car you have in your garage. Right from the start you have access to 20 or so vehicles and at least half of the 23 tracks, so you have plenty to choose from.

#### A SLIGHT DENT IN THE EXTERIOR

OK, we can't ignore multiplayer mode. After all, half of you have probably dreamed of racing your mates around Bathurst. Well, it's both what you've been waiting for and it isn't. In two-player mode, the frame rate is still fairly good, and you

can still change the camera view in a limited way. There isn't really any noticeable loss in graphics quality either, although it does seem to use a slightly different physics model.

In three and four player mode, we see the only real let down of the game. You are forced to race from bonnet view mode, and the trackside object count is sharply reduced. You can't include extra opposition either, and the frame rate slows down a bit more. In the end, four-player mode is a bit of a disappointment when compared to the way it was implemented in V-Rally 2.

If you even remotely like driving games, then this one should not be missed. If you're a fan of Codemasters' previous work in the form of the earlier TOCAs, or the Colin McRae series, you will be in heaven behind the controller of this masterpiece.

Andrew Parsons





## VEHICLES

There are almost forty different makes and models of car to be found in TOCA WTC, sixteen of which are only available when you've collected enough championship points. We don't have room for them all, but here's the two you most want to see:

**Ford Falcon** - Slightly better at cornering than its arch-enemy, the Falcon loses out in Acceleration. It's interesting to note that neither car has impressive ratings compared to some of the bonus cars you can get.

**Holden Commodore** - The larger weight behind these two Aussie icons means that their top speed is only average. Luckily, the cars you'll come up against in the Australian championship are similarly lack lustre in ratings.

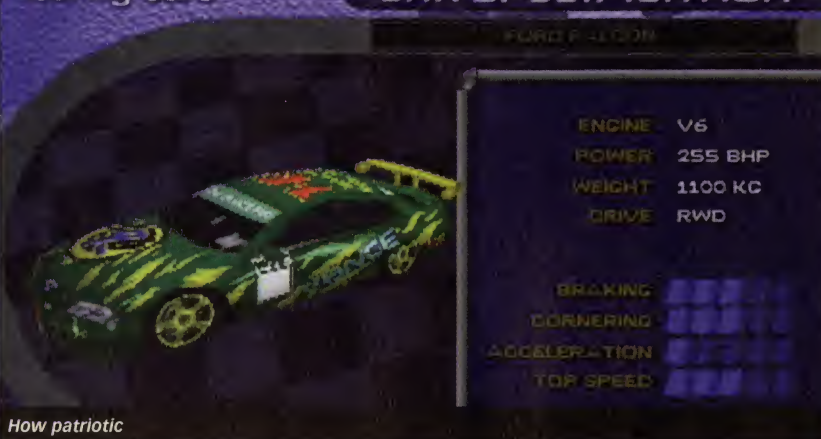
Here's a sample of the bonus cars you can get: **Audi TT** - a zippy little racer, the TT doesn't seem to handle itself against the larger Touring Cars very well.



**Plymouth Prowler** - made famous by Clive Cussler's fictional character, Dirk Pitt, the Prowler is as enjoyable to drive as you would expect.

### TOCA World Touring Cars

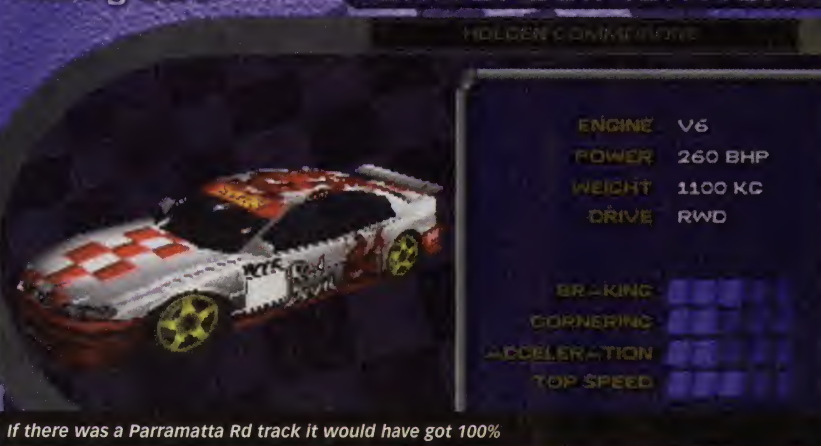
#### CAR SPECIFICATION



How patriotic

### TOCA World Touring Cars

#### CAR SPECIFICATION



If there was a Parramatta Rd track it would have got 100%

## GAME FEATURES

- Memory Card
- 1 to 4 Players
- Dual Shock Compatible
- Multi Tap Adaptable 1-4 Players

### BATHURST



### TOCA World Touring Cars

#### VENUE 1 OPTIONS



## BATHURST

For the average Aussie, Bathurst is probably the most well known circuit, so looking at the modeling of the track design was easier than for some of the others. Despite this extra knowledge, we still can't fault the layout of Mount Panorama and are very impressed with the whole circuit layout.

All the tell-tale points are here and are easily recognisable - Conrod Straight, Murray's Corner, Forest Elbow and the rest. The high walls of the mountain rear up to your left as you ascend the steep gradient in the first half of the race. Some parts of the track are fairly narrow, and it shouldn't be a surprise to see more computer-controlled cars come to grief in the top section of the Bathurst circuit than anywhere else in the game.

As the cars in the Australian championship are the ones that are actually used over here, you'll get your chance to show Dick Johnson and Peter Brock how to really race those Fords and Holdens around the mountain. Of course, in the free race and multiplayer modes you can choose from any car in your garage, so feel free to try your hand at the Subaru Impreza or even a Dodge Viper and compare how they handle the tight corners and tough inclines to the native Falcon and Commodore beasts.

If you're a Holden fan, and have a mate who's into Fords, then this may be your best chance yet to see which really is the best on the most famous mountain circuit in the world.



# Australian Station

- GRAPHICS: ★★★★★ The best damage model ever seen in a PSX game.
- SOUND: ★★★★★ Commentary and pit crew couple nicely with realistic engine noise
- GAMEPLAY: ★★★★★ Tricky cornering, and the championship is a deep experience
- DIFFICULTY: ★★★★★ The AI is extremely aggressive and the tracks devilish.
- LIFESPAN: ★★★★★ Some people may find the game a little too difficult in the end.

# 95

PERCENT



# CHASE THE EXPRESS

Hollywood action has never been this cheesy!

## FACT FILE

■ Publisher  
SCEI

■ Developer  
Sugar & Rockets

■ Genre  
Adventure

■ Release Date  
September

■ Expectations  
It's sort of like a cross between Resident Evil and Syphon Filter

## ALTERNATIVES

■ Resident Evil  
■ Metal Gear Solid ▼  
■ DinoCrisis



Testing 1-2-3. Testing. Is this thing on? Hello? Mr Terrorist? Hello...

I have never been compelled to finish an adventure game right till the end. That is, until Chase the Express came along. Sure there was Resident Evil and Metal Gear Solid. And yes, they were really good games. But I don't know... they just didn't suck me in the way Chase the Express did. All that Hollywood glitter must have blinded me.

Yes that's right, the game is like an action movie and it starts off with a pretty good FMV that is reminiscent of your typical Hollywood action blockbuster. Think Die Hard, or Under

Siege and maybe even Broken Arrow. You have your true blue American hero, Lt. Jack Morton, whom you play in the game. En route from Russia to France, the train called The Blue Harvest is hijacked by the terrorists called The Knights of the Apocalypse. Of course, they're Russian. (Please, how long has it been since the Cold War?) The story wouldn't be complete unless there's a political figure at risk. Enter the French Ambassador with his wife and daughter who need to be rescued in the game. And what about world domination? That's where the

missiles and nuclear warheads come into play. It's not much of an action flick if you don't save the world as well.

As Lt. Jack Morton, your objective is to explore the Blue Harvest, find all the clues and rescue the Ambassador and his family and kill all the bad guys - alone. Although you will have a pretty, young blonde who'll help you later in the game. (Hollywood I tell ya!) Exploring the train carriages is simple enough and one of the good things I noted was that when there are things to pick up, the object actually glistens so you can notice it. It's not like Resident Evil where the things you need to pick up aren't always so obvious and you can pass it by. However, the status screen is very similar to the one in Resident Evil.

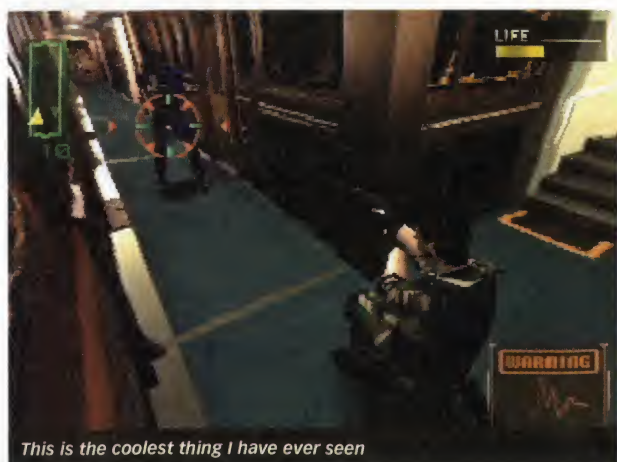
## CHEESY AMERICAN VALUES

Chase the Express is a rollicking ride. The gun-totting action is broken up by mini FMV's throughout so you can just sit back and watch a scene in the movie, like when Jack rescues the Ambassador's wife and daughter and she gives him a gold, heart-shaped pendant for good luck. Awww shucks, how sweet - and cheesy! Also there are quite a few puzzles and sub-games to solve to complete your mission. At one point you need to use the machine gun to fire at enemy helicopters and at another time you are required to line-up two moving trains. There are



"You won't mind if I shoot through?"





*This is the coolest thing I have ever seen*



*Gee, they really left a mark on this place*



*"Argh! The goggles, they do nothing!"*



*"I've been training for this my whole life"*

## GAME FEATURES

- Memory Card
- Single Player
- Dual Shock Compatible



even nuclear warheads to diffuse, with a time limit! Cut the wrong wire and it's the end of the game.

The game looks good too. The background may not be as crisp as Resident Evil but it definitely does the job and the characters are all rendered with good detail. The sound, while above average, is not fantastic but it sets the mood very well.

### DAMN - I'VE RUN OUT OF POCKETS!

One of the things I found very annoying with the gameplay was that you can only hold 6 items at a time. For goodness' sake, the man is a NATO soldier and he'd be able to carry more than his gun, ammos, a first aid kit, a key and 2 bloody card keys - that's what pockets are for! It's most annoying when you just killed one of the bosses and they leave you with three important things to pick up and then you find that you can't carry more than what you already have. So what do you have to do? Backtrack to one of those special compartments scattered throughout the Blue Harvest where you can deposit the items you no longer need. (These are also quite handy for when you want to save your game.) The developers should have just programmed the game so that the objects you no longer need are disposed of automatically. It would have made Jack's life so much simpler. Another thing that

the developers could have done better was the camera work. Sometimes the camera angles are so bad you can't even see the soldiers you're meant to be shooting at. You just end up getting hit while trying to shoot blindly and then just end up wasting ammo. The last thing that the game could improve is lessening the frequency of load times. Every time you go into a different carriage, the game loads and that screen telling you what country and city you're in would pop up. Yeah at first it looks cool, but after you've seen it about a million times you get really sick of it. Even when you're just going to the second floor of the same carriage the game has to load and it really slows down the pace and action.

### A CLASS A PRODUCTION

Despite all the little nuances of Chase the Express, the best aspect of this game for me was its replay value. There are about 7 different endings depending on the level you played on and how successful you played the game. I started on Rookie and managed to diffuse the bomb but I only got scenario E. At the end of the game you're told to try again because you don't know the real outcome yet. So try again I did. This time around, I found a bullet-proof vest which I gave to a wounded soldier, and it saved his life. Everything else remained the same as my previous game, but, I only got scenario D.

Knowing the game a lot better the third time around, I'm hoping to get the real ending and of course to do this I'd have to play on Normal or Expert level. There goes all my free time.

I wouldn't call myself a hardcore gamer and for me to enjoy a game I need more than perfect gameplay; Everything else counts too! As annoying as those camera angles can be, the game is quite fun to play. Yes, it is very American, and it is indeed very Hollywood. And I just have to say, it's all so cheesy!!! But it's what makes the game good and entertaining in a very comical way. You can really get into Chase the Express and not realise that 4 hours of your life has just been spent in front of the TV playing a video game.

Mimmette Roldan



# Australian Station

GRAPHICS:	★★★★	I can't deny it's a good looking game.
SOUND:	★★★★	The sounds chosen were very effective in setting the scene.
GAMEPLAY:	★★★	Improve the bad camera angles and it would make a difference.
DIFFICULTY:	★★★★	I still can't get a better ending than scenario D!!!
LIFESPAN:	★★★★	That elusive Scenario A ending is what drives me to keep playing

# 84

PERCENT



# INFESTATION

In space, no-one can hear you drive

## FACT FILE

■ Publisher  
Ubi Soft

■ Developer  
Frontier  
Developments

■ Genre  
3rd Person Blaster

■ Release Date  
September

■ Expectations  
More overland  
blasting action

## ALTERNATIVES

■ Vigilante 8  
2nd Offense  
■ Grudge Warriors ▼



## ICHNEU



## MUTANT



## SCIENTIST



## PODWA



*Is it a spaceship or an insect? Only your mechanic knows for sure*

**T**hird-person vehicular combat game fans take heart, for the latest blast-fest from Frontier Developments is finally here. *Infestation* is the de facto sequel to *V 2000*, and extends and refines its theme of cruising about a planet's surface blasting at nasty alien creatures. The differences between this game and the last appear to be cosmetic for the most part, with gameplay tweaking also at the fore.

The camera control issues that plagued *V 2000* appear to have been resolved, and the player's craft seems at least slightly more impervious to enemy attack, bumps, scratches and slight gusts of wind which previously had the ability to blast your cyber jetski to kingdom come. No, this time around you pilot a rugged all-terrain vehicle, with destructive potential limited only by your persistence.

The other significant change is that the

"planet" sized levels in *V 2000* are no longer spherical maps to explore, but instead flat squares of land which you can drive across endlessly thanks to the map edges joining up. Credit must be given here for the vision in creating these other-worldly environments, as they certainly don't look like any place on Earth. Also the enemy creatures you face are intimidating, be they scuttering insect tanks or flaming, skeletal dragons.

### LIKE THE MARS ROVER, ONLY BIGGER

At the most superficial level this may appear to be *Moon Patrol 3D*, in that you traverse a hostile alien moonscape plagued by xenomorphs and deadly obstacles on linear preset courses. While this is true, *Infestation* differs from traditional side-scrolling shooters in two major ways.

Firstly, your vehicle can be substantially upgraded through the course of the game. Your basic cannon can be complemented by blasters and grenades, and your means of locomotion can change as well, such as by inflating your tyres to monster wheeler size, or by granting your ride the gift of flight.

The Terran military hasn't seen fit to grant your mission-critical vehicle any of these upgrades at the outset. Instead, you must earn them by the tried and true game feature of resource collection. Special glowing crystals are scattered around the game maps, often placed in such a fashion as to allow their collection with only minor deviation in your progress from A to B. That is, you'll often find them arranged in straight lines. Once you have enough of them you can trade them for parts and ammo at human factories in your path, but to complicate matters further you can't build an upgrade until you have the plans for it.

The little dudes who you'll find wandering aimlessly around the designated human settlements are the source of new design specs, and you'll get a message informing you whenever one of these "scientists" comes up with an amazing breakthrough that will change your life.

### ON THE RIGHT TRACK

The other way *Infestation* differs from games released 20 years ago is that while the missions are linear, they provide the illusion of freedom of movement. Peering down on the landscape from the satellite view of the mission reminder screen one can see every contour in one's path, and could even be convinced that your adjustable map's view could scan anywhere on the planet. But rolling off one side of the map just brings you back to where you started.

A quick survey of your numbered mission objectives will demonstrate how they are channeled through ravines, girt by impassible terrain features, requiring the player to move in one direction through the course of a level, from the starting point to the jump gate.



*Here's looking at you, kid*





It's interesting to note that while the enemy are alien invaders, and the theatre of war is the galaxy, the only way this affects the scope of play is in the character designs and sound effects. The scale of the arenas in which you fight is relatively small, as are the numbers of combatants. There is little implied presence of air support or even fellow human warriors; the player is alone in his fight. This can be explained by the presence of warp gates and the logistical complacency they'd foster in the human settlers, and of course the mindless alien tactics on display can be attributed to their control by inscrutable animal cunning.

#### FROM ANOTHER PLANET?

This is a game that looks like it was designed by ravers, or at the very least with techno-heads in mind. Every single detail from option screens to the high score table has been laid out in the

most futuristic fashion they could think of, and impressive graphical tricks and algorithms have been implemented for no other reason than they look cool.

Infestation is probably the most refined and stylish member of its genre on the PlayStation, outshining slapdash products like Grudge Warriors. If criticism were to be laid against it, the most fertile ground would be on the unoriginality of the subject matter. Also the game options are limited, there is no multiplayer mode, and the uninitiated may find an over-reliance on themes from previous games in the series. These factors also lend to the singularity of purpose, and help to make Infestation unique amongst its brethren. The game is polished, stylish, atmospheric, and relaxing to play. You can't really ask for more than that.

James Cottee



## GAME FEATURES

- Memory Card
- Single Player
- Dual Shock Compatible

## MYDON



## SPIRAH



## ZIFBOT

## ELITE

Frontier Developments was founded by David Braben, one of the co-writers of the now-legendary space combat game Elite. Its near-perfect blend of action, strategy and trade on an intergalactic scale was something of a one hit wonder for Braben, for after parting ways with Ian Bell he produced two sequels which were technically superior, but flawed from the ever-important perspective of gameplay.

Recently Braben announced that Elite IV was in development, and in addition to the ubiquitous PC format it would be safe to assume it will also be coming to the X-Box, the PS2, or both. Let's hope that his production team are lucid, or at least competent this time around, as each new Elite isn't so much a game as a cultural event.



# Australian Station

GRAPHICS:	★★★	Some rather surreal alien planets here
SOUND:	★★★	Some techno, nice effects. Evocative, if repetitive
GAMEPLAY:	★★★	Tried and true action/adventure formula
DIFFICULTY:	★★	Essentially another blast-'em-up
LIFESPAN:	★★	Still moderately groovy after completion

82  
PERCENT



# TEAM BUDDIES

Invite your buddies over for some hot pneumatic action!



## FACT FILE

■ Publisher  
Sony

■ Developer  
Psygnosis

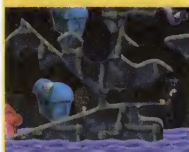
■ Genre  
Action Battle

■ Release Date  
September

■ Expectations  
The best top-down  
multiplayer mayhem  
since Combat on the  
Atari 2600.

## ALTERNATIVES

■ Worms  
Armageddon ▼  
■ Red Alert



*Innoffensive, yet profane, the Team Buddies constitute walking contradictions*

The latest effort from Psygnosis Studio Camden, *Team Buddies* sets out to deliver the timeless feel of cartoon show battlefield mayhem. It seems like an obvious genre for a game to fall in to, but truth be told games like *Poy Poy 2* and *Trap Runner* have been few and far between in the marketplace. With the dynamic forces of a games industry obsessed with writing the next *Gran Turismo*, and a public obsessed with buying it, something as plain and simple as a basic war game is all too easily forgotten.

Little surprise then that in this environment *Team Buddies* grabs your attention like a mortar in your corn flakes. Set against the backdrop of a rolling, surreal comical countryside, up to four players can command a squad of up to four "buddies," inflatable, friendly looking little men who look alarmingly like pharmaceutical capsules. Each can pick up weapons like shotguns, rocket launchers and flame throwers, or pilot vehicles like tanks and jet fighters.

### HOW YA DOIN', BUDDY?

While this is all the information your average gamer needs, the obligatory plot has also been included. Once upon a time the buddies of *Buddy World* lived together in peace and harmony. But when the menacing cube-shaped moon appeared far above, their peaceful existence was shattered forever. For the moon started dropping crates upon them, crates full of nasty weapons. Soon their peaceful society was shattered, and buddies began warring against each other based on the colour of their rubbery skins.

This was no accident, for far above the inhabitants of the moon, the Baddies, had orchestrated the genocide for their own amusement. Dropping weapons of greater and greater destructive power, there was no end to their malicious merriment. But as they learned the art of war the buddies grew strong, and may

soon challenge the Baddies in their high castle. This is the plot the missions of the single player game follow, but knowledge of who and what the buddies are is not essential for multiplayer action, the game's primary function.

### CRATE BALLS OF FIRE

Central to the play mechanics of *Team Buddies* are crates that fall from the sky. Your section of buddies must carry and hurl these cubes from the designated cargo cult drop zones to a special stacking pad at your base. When smashed open anywhere else, the crates yield health or ammunition. When stacked on the pads however, they can provide projectile weapons, more buddies or vehicles such as tanks and planes.

Thus your typical deathmatch game begins with a mad dash for crates, as every new buddy increases your productivity and chances of survival. When you have more than one buddy the triangle button can swap between them, and sophisticated AI routines guide the actions of your other buddies. You can order them to create any item of hardware available, and they will stack and smash like madmen until it's done.

There are also some more cerebral conflict modes available. In addition to your basic war mode, there is also a variant of capture the flag where the game times how long certain checkpoints are controlled on the map to determine the winner. There's capture mode, where the object is to steal the rival teams' livestock. Each pig and chicken is rendered similarly to the buddies themselves, in a sort of bulbous, air-filled form. There's even a variant of soccer called *Bomb Ball*, where the object is to hurl exploding bombs through the enemies' goal posts. All of these different multiplayer options are rendered in the same game engine, which suits all of them down to the ground.

### GUNS OR BUTTER?

In addition to the dozens of play and the arena (of which there are rules to choose from) you can also choose the weapons loadout available. That is, you can select what kind of weapons are unlocked by stacking the crates in the preset patterns. In one weapon set a certain array of crates will reveal a rocket launcher, in another grenades, or perhaps flame thrower. On any given level the number available is doubled by the inclusion of rare blue crates in with the common red ones, and successful single player gaming is rewarded with more destructive options in the multiplayer mode.

It's worth mentioning the quality of the speech, music and effects which have been implemented in a way that can only be described as unique. On top of a layered techno soundtrack in the background, as the in game commentary sounds like it's been culled from old British radio shows. This anachronism only lends further comic value to the already







Impressive explosion effects



Confusing explosion effects



When you shoot the trees, they wobble. It's a nice touch



Up to four player simultaneous lovin'

### GAME FEATURES

- Memory Card
- 1 to 4 Players
- Dual Shock Compatible
- Multi Tap Adaptable 1-4 Players

madcap antics afoot and is an excellent example of how a product can revel in its English-ness without necessarily alienating the world at large.

#### VISUALS THAT ENCAPSULATE THE ACTION

Astounding also is the visual language used to communicate the buddies, their weapons, and the world they inhabit. One might first get the impression that this is a Japanese production, with the iconic simplicity at work here. Buddy World is perfectly symmetrical, and the full spectrum of a buddy's emotions can be reflected in the thin rectangle of his face visible

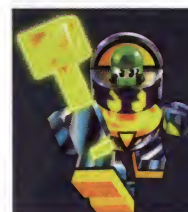
at any moment. But western influences soon show themselves, such as the slapstick way the buddies explode to leave only their shoes standing, or the armoured vehicles they drive which carry a distinct flavour of the world wars.

Indeed, if any more detail was given to the graphics it would only get in the way. I'm looking forward to how this title in particular will look when enhanced by the PlayStation 2's ability to run PSX games more smoothly. The graphics engine is rock solid just on the regular PlayStation, even in four player mode where the split screen effect can often work against

multiplayer gaming.

Team Buddies is a high quality product. It encompasses both a challenging single player experience and a multiplayer game with the potential for limitless mayhem. It takes a simple concept, a game where little guys run around and shoot each other, and packages it perfectly for the PlayStation. It's sort of like Worms Armageddon meets Command And Conquer, but it's much more besides. If you want multiplayer violence, then this is where it's at.

James Cottee



Australian  
**Station**

■ GRAPHICS:	★★★★★	Crisp, clear, uncluttered, and very techno
■ SOUND:	★★★	Surreal commentary and groovy music
■ GAMEPLAY:	★★★★★	Great stuff - pure arcade action all the way
■ DIFFICULTY:	★★★★	Single player campaign is pretty tough
■ LIFESPAN:	★★★	Stacks of options, and encompasses the timeless theme of conflict

**92**  
PERCENT



# X-MEN MUTANT ACADEMY



Being a Mutant was never this much fun. Or was it?

## FACT FILE

- Publisher  
Activision
- Developer  
Activision
- Genre  
Fighting
- Release Date  
August
- Expectations  
Hey, why can't I be  
Rogue?

## ALTERNATIVES

- Marvel Vs Capcom
- Tekken 3 Platinum ▼



*When Magneto said she could change into all sorts of shapes, you got his drift, right? Am I right?*

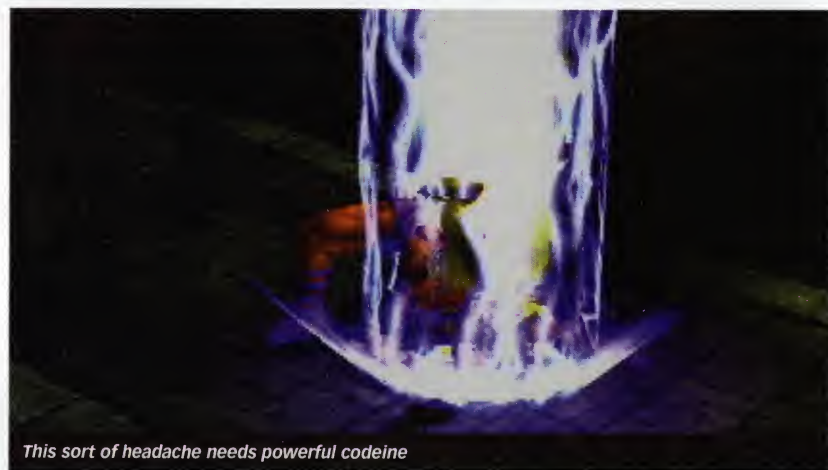


*Let's leave the future behind us*

With their numerous comic book titles, significant appearances on console and arcade games, and a live-action movie, the X-Men are becoming household names. It was only a matter of time before they got a fighting game all to themselves, where they can inflict grievous injuries on each other without interference from characters outside their milieu. While this title brings some impressive style and slick art to the PlayStation, it doesn't really offer much of an exciting game that a fighting fan will need in their collection.

### STANDARD FARE

The concept of X-Men Mutant Academy is one that any PlayStation owner will be immediately familiar with: two characters, each with a fairly silly costume, punch and kick each other until one has no energy bar left and collapses, leaving the other to momentarily gloat before another pugilist takes their foe's place. The characters that can be initially selected are Wolverine, Storm, Cyclops, Gambit, Beast, and Phoenix. Mystique, Toad, Magneto and Sabretooth can be unlocked by completing arcade mode (they're the bad guys, by the way). Considering the huge selection of characters in the X-Men mythos, and the high number of characters that Namco and Capcom fighters usually offer, 10 is a rather disappointing lineup. Many fans will be frustrated at not being able to choose



*This sort of headache needs powerful codeine*

such favourites as Havok, Nightcrawler or Rogue.

The selectable modes are the obligatory arcade, versus, and options, plus training and Cerebro. In versus mode all the characters are selectable, which is good for some quick "grab-and-go" gameplay, or those who can't be bothered finishing the arcade mode four times. Options mode is surprisingly disappointing; apart from picking controller settings and difficulty, there isn't much left to choose. It would be good to set things like time limits and number of rounds required to win. Training mode offers a good twist in that you can practice your moves under the tutelage of Professor X in the infamous "Danger Room" (which Xavier uses to sort the, er, mutants from the children). His voice becomes annoying fairly quickly, however. Cerebro mode is where the many FMVs are

selectable, and there are quite a treat. Even before unlocking anything, the trailer for the X-Men movie can be watched, and it looks impressive. As the game is finished more times, special intro and ending FMVs can be unlocked. They are not bad in quality, and their high number ensures that fans will be digging rewards out of this game for some time.

### SYSTEM SNAGS

The fighting system in this game isn't the worst seen yet on the PlayStation, but it isn't the best. It resembles the Capcom series of Street Fighter games more than the Tekken/Dead or Alive school of combat, in that the fighting all occurs on the one plane (though the characters are rendered in 3D, curiously enough), and fighting is generally dominated by lots of very high jumping around. Each character has three punches and





### GAME FEATURES

- Memory Card
- 1 or 2 Players
- Standard Controller



kicks, from weak to strong, and a counter and throw button. Throw is self-explanatory; counter is a defensive move that has different effects depending on what move it is used against. Against certain attacks it will evade and push the attacker away; against others, it can perform a "free hit," not unlike the reversal of Tekken. Obviously, timing is the key to mastering that move.

There are two attack heights, high and low, and high and low blocks to defend against each. Each character has a variety of special moves, generally based around quarter-circles forward or back. These are not as abusively powerful as their counterparts in the Streetfighter series of games, fortunately. In fact, they are often not as good as the medium and strong punches or kicks. This makes for some more interesting combat and tactics than the tired "hadoukens" and dragon punches of which we have seen so much.

One curious problem which plagues this game is the astonishing durability of the combatants. Each character has a healthy life bar, and it is surprising to see your 5 hit combo made up of strong punches and special moves take only a fraction of damage off your opponent. Not only that, but each character has a "regeneration" ability which lets them regain some of the damage they have received from every hit, given enough time. Obviously, this

leads to some very long fights, and many are decided by health remaining at time over. This was a curiosity at first, but became boring and frustrating after a while.

One innovation this game makes is in the "super" department. Rather than having some easily performed power moves which can be charged up to a game-shattering super, this game gives you no less than three super bars, each of which is charged up by a different move. You can even transfer energy between bars, if you're quick enough! This leads to some interesting tactics, and is a sensible and balanced approach to giving fighters occasional access to big attacks without making forcing people to repeat tired moves.

#### TECH SPECS

Technically the game is quite polished in some areas, and strangely lacking in others. The character models and costumes aren't bad, though the animations sometimes look a bit clumsy. The throw moves however are all excellent, and really show the characters' powers and style well. The backgrounds are generally good, with animations similar to Marvel Vs Capcom 2 (though obviously not as detailed). One of the more notable was a fighting arena atop a ruined building in a city devastated by the mechanical Sentinels; the giant robots can even be seen jetting about in the

background.

Sound on the other hand is pretty abysmal. The music is almost non-existent, and the character's voices are repetitive and poorly acted. The Fighting sound effects aren't worth speaking about either. Some of the game's cosmetics are all class however, such as the superb loading screens displaying comic-style portraits of the characters, or even actual covers from X-Men issues! These great touches go a long way to generating the feel of the larger-than-life heroes the game features.

#### X-MEN DOESN'T QUITE MARK THE SPOT

Featuring some of the favourite X-Men characters, this game will obviously be a must-buy for dedicated fans of the comic, cartoon series or movies (yes, they're planning to make it a trilogy). For fighting game enthusiasts, X-Men Mutant Academy is not bad, but in some areas disappointing. Great backgrounds and splash screens are let down by crummy sounds, and while the surplus of FMVs offers great longevity, the fighting action isn't up to the caliber of Tekken. Perhaps the developers could have benefited from more hours in the Danger Room to brush up their skills; Mutant Academy doesn't quite make the grade.

Leon Tranter

# Australian Station

■ GRAPHICS:	★★★	Good in some areas, clumsy in others
■ SOUND:	★★	Surprisingly poor, bordering on the annoying
■ GAMEPLAY:	★★★	Standard fighting stuff, done relatively well
■ DIFFICULTY:	★★★	AI is pretty poor, there are some very powerful and easy moves
■ LIFESPAN:	★★★★	Unlockable characters and FMV scenes will keep you coming back

# 74

PERCENT



# REVOLT 2: RC REVENGE

Pretend that you are pretending to drive a car

## FACT FILE

■ Publisher  
Acclaim

■ Developer  
Acclaim

■ Genre  
"Wacky"  
Racing Game

■ Release Date  
August

■ Expectations  
The first ReVolt was uninspiring. How good can this one be?

## GAME FEATURES

1 or 2  
Players

Memory Card

Dual Shock  
Compatible

## ALTERNATIVES

■ Crash Team Racing  
■ Muppet Race  
Mania ▼



There aren't many games about remote controlled cars. I think one of the reasons for this is that it is a simulation of a simulation (reminiscent of the excellent novel "The Aardvark is ready for war"). As far as gimmicks go, trying to sell a racing game by making it a remote controlled car racing game is fairly unremarkable. To make matters worse, this is a sequel to a previous dismal remote controlled car racing game. What I am trying to say is that the basic premise of the game is deeply flawed.

### STANDARD ISSUES

The standard array of racing game options are there, pick a car, pick a track, pick a mode and away you go. Each car is rated in three areas,

speed, acceleration and handling. Once you are actually racing, you will notice that the controls are oversensitive. This translates into spending most of your time just trying to stay on the track, let alone being competitive in the race. Getting turned around and becoming disoriented is much easier to do than in other racing games. There are power-ups, weapons and a range of different themes to race in, but there isn't anything really eye-opening.

### BAD TRACKS

The tracks themselves are not really well designed and have the feel of being randomly slapped together to fit a given theme. For example, there are tracks named along such lines as Horror World, Space Adventure, Jungleworld, AKLM studios and Monster World. Ninety degree turns in darkened areas are not uncommon, and the graphics compound the problem by often failing to clearly display which direction the track curves in. This tends to result in your car slamming into a dead end. What's worse is that the camera angle tends to zoom in when this happens, so you don't know which direction to reverse or accelerate in to get back on track. Also, getting turned around and driving in the wrong direction happens with an alarming frequency. In other racing games, getting turned around can take quite an amount of screwing up to occur, but in RC Revenge all it



That dinosaur seems bored eating crates



The brake sparks are nice, I suppose



takes is holding the steering controls for a half second too long

### WHY IT SUCKS

There isn't any one aspect of the gameplay that makes RC Revenge a bad game, but it is exactly that regardless. Not all games can be original, but if you're going to make something as hackneyed as a racing game, then you are going to have to be sure that it's big on fun. Developers have to ask themselves "What can I do to set my substandard, unoriginal, crappy racing game apart from the other 500 such games on the market?" Perhaps the RC Revenge development team asked themselves this question and answered by saying "Make the cars remote controlled!" RC Revenge is just another uninspired entry into the overcrowded car-racing field. The fact that you are racing remote controlled cars enhances nothing.

Rodney Gall

Australian  
Station

■ GRAPHICS:	★★	Colourful, yet quite dirty at times
■ SOUND:	★★	Nothing to get excited about
■ GAMEPLAY:	★★	Fidgety controls, just not fun
■ DIFFICULTY:	★★★	Forget trying to win, trying to stay on the track is tricky enough
■ LIFESPAN:	★	A few different modes, but you won't want to play them

42  
PERCENT



# EVO'S SPACE ADVENTURE

The evolution of species is now more stupid than ever



## FACT FILE

- Publisher  
Jack Of All Games
- Developer  
Runecraft
- Genre  
3D Puzzle Solving
- Release Date  
Out Now
- Expectations  
Quirky, fast playing  
problem solving

## GAME FEATURES

- Single Player
- Dual Shock Compatible
- Memory Card

## ALTERNATIVES

- Vigilante 8  
2nd Offence ▼



Your sheep bounce higher in microgravity



Hmmm. Giant yellow fleas



Meet Dan Danger, and his Sidekick Evo. They've got my vote



You have to chip in to save the world

Anyone who knows anything about Genetics will tell you that the people of the future will have wheels instead of legs. So too mice will have springs, polar bears will have tank tracks and dogs will have rocket thrusters. Evo's Space Adventures is set against a bizarre futuristic background. The plot centres around a rogue space station that has been missing for a thousand years. The space station (named "Silicon Valley") was designed as an experiment in artificial life and robotic evolution. However, a mere seven minutes after it's deployment, the station disappeared. A millennium or so down the track it has resurfaced. A group of hardened space marines that were sent to investigate have been lost without a trace, so the government has decided to send in a cheap and expendable alternative, Dan Danger and his sidekick Evo.

### DANGER'S MY NAME, DANGER'S THE GAME

The player takes control of Evo, who is a supposedly "super-intelligent", self-evolving robot. Evo looks more or less like an oversized micro-chip and bears something of a resemblance to the deadly robotic spiders from the 1980s sci-fi flick "Runaway." The aim of the game is to work through each of the levels of

the space station, clearing them out by completing numerous goals. However, each level is populated by a bizarre variety of robotic life forms intent on foiling Dan and Evo. Gravity-defying sheep, dogs on wheels and even more peculiar critters will be encountered as the game progresses. The action takes place in an overhead 3D view. At the start of a typical level you will be given control over one of the creatures populating the area and you must meet certain goals to move on to the next stage. Different creatures will react to you in different ways. For example, if you are in dog form, the cyber-sheep will flee from you, perhaps engaging their miraculous anti-gravity drives in the process. However, the enemy dogs will be more aggressive and will have at you with their ears back.

### GOALS, SHORTFALLS, SHEEP

It all sounds like a refreshing, if somewhat bizarre concept for a game. When I saw that my first briefing was something along the lines of "Collect some energy and get a sheep," I thought that I had hit upon a game that really understood what gamers want: cybernetically enhanced sheep. Unfortunately, the gameplay lets the concept down. The movement of the characters is painfully slow. I found that I tended to spend more time in transit than

actually solving puzzles or trying to achieve goals. To make matters worse, it only takes one level until you reach the most uninspired of gaming devices: the jumping puzzle. I was expecting the gameplay to be fairly simplistic, but fast-paced, somewhat frantic fun. Instead, it plodded along and very quickly became very boring. The original quirkiness of the bright landscape and odd creatures rapidly gives way to slow-moving trudging around the map. It's a pity, because if the game had been properly executed, it could have been a lot of fun.

Rodney Gall

Australian  
**Station**

■ GRAPHICS:	★★★	Bright and colourful, but a little bit scrappy
■ SOUND:	★★	A little disappointing
■ GAMEPLAY:	★★	Slow moving and tedious
■ DIFFICULTY:	★★★	Easy to understand, but clunky to play
■ LIFESPAN:	★★★	Quite a few missions, varied enemies

**61**  
PERCENT



DREAMCAST » XBOX » PS2 » PC » PLAYSTATION » N64 » GAME BOY

EXCLUSIVE FIRST REVIEW

# FINAL FANTASY IX

IS IT THE LAST GREAT  
PLAYSTATION GAME?

**HYPER»**

ON SALE  
AUGUST **23**





# TRON BONNE

The friendliest game ever made!

## FACT FILE

- Publisher  
Ozisoft
- Developer  
Capcom
- Genre  
Action/Puzzle
- Release Date  
Out Now
- Expectations  
Tron Bonne? I thought she was a bad guy...

## GAME FEATURES

- Single Player
- Memory Card
- Dual Shock Compatible

## ALTERNATIVES

- Terracon ▼
- Megaman Legends



The Misadventures Of Tron Bonne (this game's full title) represents something of a departure for Capcom. In it they have diverted from their standard path of mass producing endless sequels to their successful fighting and action game franchises, and instead chosen to create something truly different. A sequel of sorts to Megaman Legends, it once again represents the characters and situations of the Megaman universe in 3D, but it differs from the first game in two main areas.

Firstly, you're not playing Megaman, you're in control of his nemesis, the sky pirate Tron Bonne. Secondly, rather than being another old game rehashed with the expectation that the public will swallow anything, this game goes out of its way to impress a feeling of genuine fun in the player.

### HAPPY HAPPY, JOY JOY

When you sympathise with a character in a video game, there's a certain intangible bond, a certain magic that words cannot describe. Although it's just an array of pixels on a phosphor screen, you know deep in your heart that you and the imaginary character you're vicariously living life through are somehow one.

This is the case with the Servebots, Tron's



private army of robotic helpers. They look like Lego men, only they're about three feet tall and can be ordered to loot banks and overturn cars. Each of her 40 'bots has a distinct personality, and this defines their usefulness to your operation. By equipping, training and even torturing them they can be raised to their full potential for the speediest completion of your quest.

This being to raise a vast quantity of money. Tron's brother has been kidnapped, and only by pillaging everything in sight can you scare up enough cash to free your bro. The thing is, you can't really imagine Tron as being a criminal; she's just too nice. And as for your hench-bots, they're the most sensitive, caring little things you could imagine. When you talk with them, they impart words of encouragement. When they get hit in battle, they run away wildly with tears streaming down their cheeks.

### SO EASY, A CHILD COULD DO IT

The levels you must complete are all laid out with plenty of bright, friendly colours. When piloting your mech in combat you are accompanied by a squad of six Servebots, and you can use them to attack just about anything. After locking onto a target you can sick them on it, and their attack will vary on the victim. For



instance, if you make them raid someone's house you'll be treated to a little cut scene of them looting all the cupboards and watching their TV! Some levels involve combat, others puzzles, but all have fun as the primary objective.

The Misadventures Of Tron Bonne is packed to the gills with enthusiasm and childlike glee. The voice acting is great. The melodrama is spot on. It's easy enough for anyone to get into it. In short, it's hard not to like this game. If there's anything wrong with it, it's that it could have been longer.

James Cottee

Australian  
Station

■ GRAPHICS:	★★★	The character designs are priceless
■ SOUND:	★★★	Lffy music, brilliant voice acting
■ GAMEPLAY:	★★★★	Enough play styles to keep everyone happy
■ DIFFICULTY:	★★	Any harder and it would make your Servebots cry!
■ LIFESPAN:	★★	Short for an RPG, but perfect for a diversion

85  
PERCENT



**OUT  
NOW!**

**BALDUR'S GATE II BLACK ISLE REVEALS ALL!**

**3CDs**

# PC PowerPlay

PC GAMES & TECHNOLOGY  
100% AUSTRALIAN

THE OFFICIAL PCPP TALLY!

# TOP 100

The best games ever  
**EXPOSED!**  
Turn to page 50 now!

INTERGALACTIC!

**TO BOLDLY GO...**  
Where now for space sims?  
Blast off with Freelancer,  
I-War 2 and Star Trek: BC



**NO CDs?**  
Please ask your newsagent

WORLD EXCLUSIVE REVIEW!

## SYDNEY 2000

Will it be **gold gold gold**  
for Australia in the  
official Olympics game?

3D SHOWDOWN!

## GEFORCE2 VS VOODOO5



Which new  
graphics  
card is  
right for you?

FIRST REVIEW!

## GROUND CONTROL

Realtime strategy comes  
of age in dazzling 3D

AND MANY MORE!

**DOOM 3 • VAMPIRE  
MDK 2 • DAIKATANA  
GIANTS • STAR TOPIA  
CRIMSON SKIES**

ISSUE 52 SEPTEMBER 2000  
\$10.99 inc GST  
R15.99 inc GST



52

9 771326 564002

**PC GAMES & TECHNOLOGY • 100% AUSTRALIAN**



# BALLISTIC

A puzzle game with amazing magical balls!

## FACT FILE

- Publisher  
GT Interactive
- Developer  
THQ
- Genre  
Puzzle
- Release Date  
August
- Expectations  
How exciting can another puzzle game be?

## GAME FEATURES

- 1 or 2 Players
- Dual Shock Compatible

## ALTERNATIVES

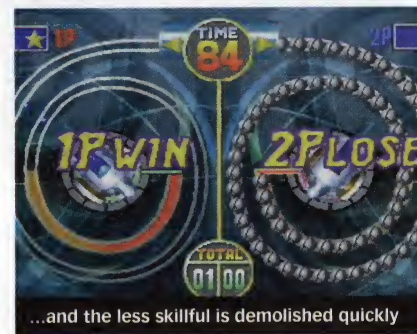
- Tetris
- Puzzle Fighter II ▼



Two player games start on an equal footing

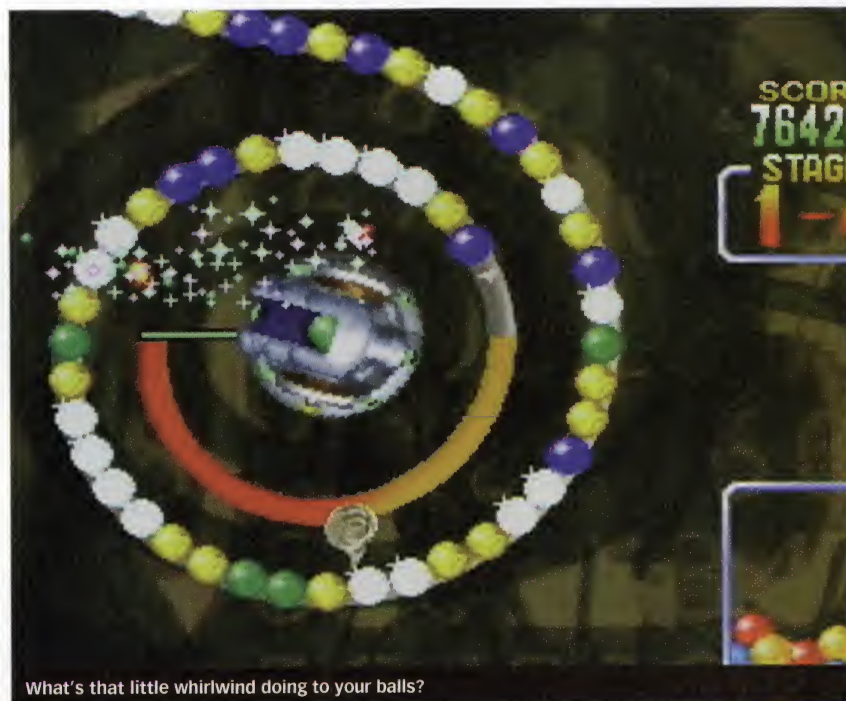
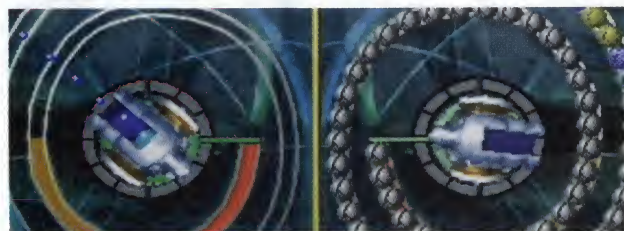


But things rapidly progress...



...and the less skillful is demolished quickly

Remember all those nights staying up late playing game after game of Tetris? If you do, perhaps there's a new title that may take its place if you're looking for something new to play that's different but with the same addictive and puzzling quality.



What's that little whirlwind doing to your balls?

Ballistic is a new puzzle game by THQ. The concept is simple - a line of coloured balls travels along a spiral and in the middle of the spiral is a canon-like machine that you can shoot coloured balls from. The aim is to match at least three balls of the same colour to obliterate them and thus prevent the line of balls from reaching the end of the spiral. Simple right? Err, not quite actually. I thought this game was going to be a cinch but playing the game proved me wrong.

### EASY TO GET INTO...

The game is really easy to just pick up and play. Once you know your objective, just press the X button to shoot out the balls and you're off. Ballistic is a one-button game, however, doing well takes a fair bit of cerebral effort. The trick is to try and maximise how many balls you can obliterate in a chain. This means picking out the best place to aim so that you start a chain reaction of destruction from one ball. Another thing to think about is where to aim your balls so you can set up the line later for more chain reactions. Don't underestimate this mental challenge because it is not as easy as you might think.

The VS Mode of Ballistic is similar to Tetris and Puzzle Fighter wherein the balls that you clear get added on to your opponent's line. Unless you're both really good, this usually ends up being a quick game.

### AN OVERWHELMING BARRAGE OF BALLS

In the Panic Mode you have to continually fend off the never ending line of balls. It's always easy enough in the first few levels but as you obliterate more and more balls you do start to panic as the line of balls starts moving faster and obstacles start to appear. For example, there is what looks like a black torpedo that pushes part of the chain faster and you need to shoot this to stop it. It's hard to do this at times because the other balls may be in the way and you can't aim for it.

As you complete each stage in the Stage Mode you get obstacles such as mini whirlwinds that bounce out your ball and bees that get in the way of your aim. This makes it almost impossible to clear out the balls as the chain gets closer and closer to the end. To balance out the hazards there are things that could help you too. You get to shoot out a bomb that can obliterate balls of a certain colour and you can also freeze time temporarily if you're lucky enough to get the clock to shoot at.

If you're puzzle-game crazy and you want to take up this challenge, Ballistic will definitely satisfy you. A definite hit when you've got some drunk buddies around as well...for a few hours, at least.

Mimmette Roldan

Australian  
**Station**

■ GRAPHICS:	★★	Nothing flashy - they serve their purpose.
■ SOUND:	★★	The background sound could have been funkier.
■ GAMEPLAY:	★★★★	Simple, yet very effective in holding your interest.
■ DIFFICULTY:	★★★★	There are enough challenges here from the rookies to the experts.
■ LIFESPAN:	★★★	Easy to pick up and play if you want a quick blast

**78**  
PERCENT



**OUT  
NOW!**

...ia's only DVD Magazine

**WIN!**  
The latest  
DVD releases

# DVD NOW

## DVD SOUND SPECIAL

All you need to  
know about  
Dolby Digital  
and DTS

## REVIEWS

AMERICAN HISTORY X  
FIGHT CLUB  
SLEEPY HOLLOW  
RUN LOLA RUN

## JAWS

OUT OF THE WATER,  
ONTO DVD

## DIRECTOR'S CHOICE

Phillip Noyce:  
why DVD is  
better than cinema

## THE GREAT DÉBATE REGION 1 vs REGION 4

THE WORLD.  
IT'S STILL NOT ENOUGH FOR ...

# BOND

## Tested!

The new Toshiba DVD notebook  
The latest players

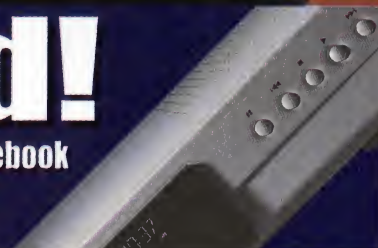
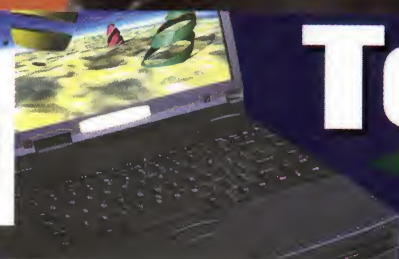
Vol 04

\$6.95 (inc GST)  
NZ\$8.50 (inc GST)



9 771443 185005

04





# FINAL FANTASY VIII

60-80 hours worth of monsters, magic, and lovely FMV

## FACT FILE

■ Publisher  
Sony

■ Developer  
Squaresoft

■ Genre  
RPG

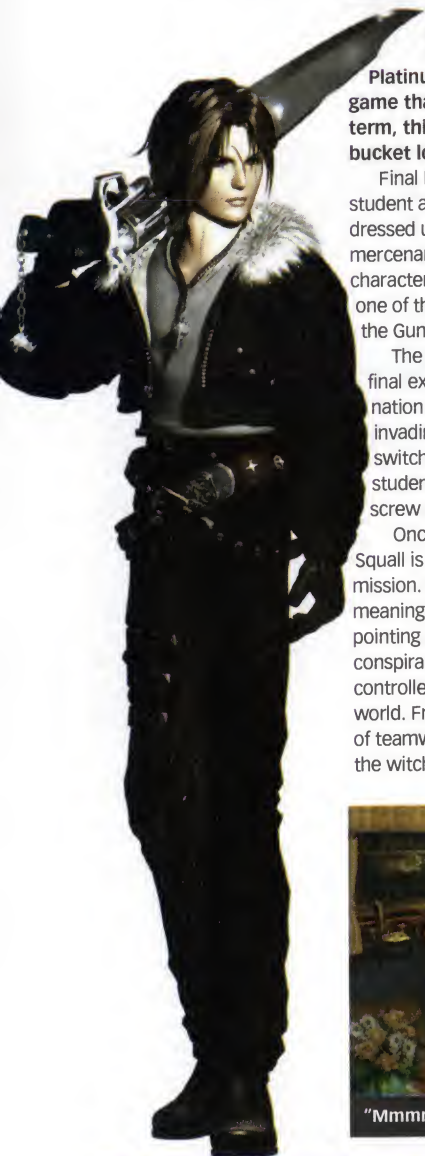
■ Price  
\$39.95

■ Score

90%



Veins? Really? I didn't even notice them



It should come as no surprise that Final Fantasy VIII has achieved Platinum status. As the sequel to the game that turned 'RPG' into a mainstream term, this game was destined to sell by the bucket load no matter how it turned out.

Final Fantasy VIII puts you in control of a student at the SeeD Academy. It's essentially a dressed up academy for high-priced mercenaries; and Squall Leonheart, the character you play, is about to graduate with one of the most difficult weapons in the field: the Gunblade.

The game initially takes you through his final exam, which involves landing on the nation of Dollet Dukedom and driving out the invading forces from Galbadia. Safeties are switched off, the enemies are real, and students run the risk of death should they screw up.

Once the graduation proceedings are over, Squall is assigned a team and sent on a real mission. It's here we learn that the apparently meaningless skirmish at Dollet Dukedom was pointing towards a much greater global conspiracy by the Galbadian Empire, now controlled by the evil witch Edea, to control the world. From there, Squall learns the better part of teamwork and responsibility as he pursues the witch; and in the process falls in love with



"Mmmm... Nice codpiece!"

Rinoa Heartilly, the rebel leader who originally hired him.

Final Fantasy VIII comes packed with all the usual window dressing. Incredible FMV sequences (the opening, featuring Liberi Fatali remains one of the best of all time), cinematic effects, and jaw dropping summon spells form the bulk of the game's wow factor.

The remainder of the game, however, has not aged very well. In hindsight, the story is not very plausible. That's assuming you consider any Final Fantasy plot plausible, that is; but nevertheless, the game's deliberate use of love as its central theme makes many of the plot devices seem contrived, predictable and unlikely. The use of Laguna Loire as Squall's foil, while interesting when it's being revealed for the first time, amounts to no more than simple experimentation with story-telling techniques. It actually makes the game more confusing than it needs to be.

Even the main character, Squall, is not that likeable a hero. He's actually an asshole. He's disrespectful to his teacher, he's insensitive to his friends, and even when you're screaming at him to be friendlier with the babe that is Rinoa, he still behaves like the world owes him a big favour. This lack of connection with the main character certainly has the potential to leave many players feeling alienated.

Finally, the magic system is too unbalanced and open to exploitation. Spells can be drawn at an unlimited rate, and the ability to switch junction abilities freely robs any meaning from the notion of individual character development. It's not horrible, mind you - just extremely unevolved compared to Vagrant Story and Final Fantasy IX, which uses the magic system from FFV and VI anyway.

Worth getting? Well, it's definitely value for money. Just don't expect an entirely coherent narrative - otherwise, you can always wait for Final Fantasy IX.

Kevin Cheung



"Would you like to buy some insurance?"



"Would you like to buy some cookies?"



"Hang on, this is where we started"



# COOL BOARDERS 3

White on white on white - What could be blander?

## FACT FILE

■ Publisher  
Sony

■ Developer  
989 Sports

■ Genre  
Snowboarding

■ Price  
\$39.95

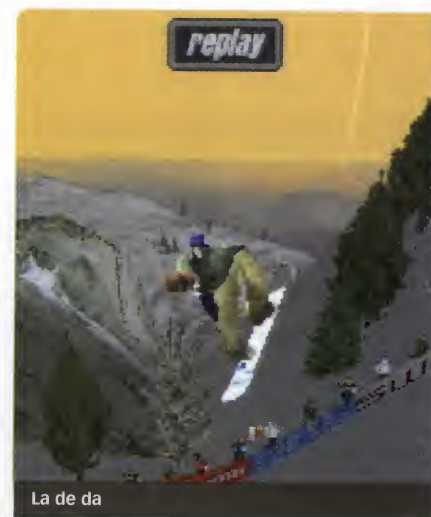
■ Score  
**61%**



The game is packed with replay value



Gee, which way should I go?



I remember the first time I played Cool Boarders...I thought it was one of the most innovative and fun games to come around in years. I missed out on Cool Boarders 2, and then when Cool Boarders 3 hit the shelves once again I was transfixed by the excellent gameplay and crisp graphics.

Now, after having played all the skateboarding and snowboarding titles that have since been released, CB3 doesn't seem that great anymore. It might be unfair, but when compared to a game like Tony Hawk's Skateboarding - which has a similar theme, it's just on a board with wheels, not on a board on snow - it's quite bland and boring.

The main problem with CB3 is that it has a distinct lack of variety. While there are a multitude of characters to choose from, the only differences in them are purely cosmetic. And while there are plenty of different courses to choose from, they all look very similar (white).

Performing tricks is also very boring. You can launch off most inclined surfaces, and once you're in the air press a button to do a trick, and then combine it with pressing the D-pad in different directions to do different moves. This is very tedious and the moves hardly evoke any "ooooohs!" at all. In the downhill events, you can now also punch your opponents. This is meant to be a "big feature", but it usually just

ends up slowing you down.

The graphics haven't dated much, but apart from the reduced price there's not much to offer in Cool Boarders 3 to anyone besides snowboarding fans. Try and find a second hand copy of the original Cool Boarders instead.

Jules Boemont



# X-FILES

Dial R for Redundant

## FACT FILE

■ Publisher  
Fox Interactive

■ Developer  
Hyperbole Studios

■ Genre  
Adventure

■ Price  
\$39.95

■ Score  
**68%**



I must say it was a bit of a shock learning that the guy who played the T-1000 would be the new male lead on the X-Files. I was still getting used to the idea of him being that cop in Wayne's World, and now they spring this on us. He's not in this particular game though, this is an adventure set in the "classic" X-Files era, where you play Craig Wilmore, a character manufactured so you can interact with both Mulder and Scully at the same time, not to mention all your other favourite characters like The Smoking Man and Skinner.

The modern point-and-click adventure game hasn't really changed since the 80s. It evolved from the old text adventure games, and while on the surface the graphics are much prettier now, the essential mode of gameplay remains the same. Point and click, make a decision, point and click, watch some FMV, point and click, find a key that you'll probably need later on. This game is no exception; it's a choose your own adventure book come to life.

Unless you are a rabid fan of the X-Files and absolutely must own every single piece of merchandise that has ever featured them, then you probably won't get a lot out of this game. It plays okay, the moving pictures look nice, and it spans four discs. But a gaming product of this kind will always be tacky.

Eliza Turing





# SPYRO 2

The Purple Dragon is now Platinum - Colourful enough?

## FACT FILE

■ Publisher  
Sony

■ Developer  
Insomniac Games

■ Genre  
Platformer

■ Price  
\$39.95

■ Score  
**83%**



**S**pyro 2 was a great game when it was first released. Sure, it was aimed at a younger crowd with its bright colourful graphics and cutesy grins and faces on the various characters, but there was something there that made it appeal to older gamers too.

Now, six months down the track, Spyro 2 is set to be released as a Platinum title and we've got a chance to look at it again and try to figure out exactly what it was.

The secret of this sequel is that it is fairly easy to get through to the final showdown, but to get 100% it was almost impossible. The developers have struck an almost perfect



balance for their level design so that anyone can have a go and enjoy it at their respective level of competence.

If you look close enough, you'll find that a lot of the 29 levels are based on environments that are familiar to most of us and really bring an amusing twist to those cliched scenarios. The levels do have great variety and each has a number of challenges to beat, although in some cases they are quite linear. Despite this straightforwardness, there is something to be said in the old saying of "it's one thing to know how to do something, and another thing entirely to get it done".

Now that Spyro 2 is released as a Platinum



title, if you don't own a copy, you'd be silly not to go grab yourself one. It still has the ability to get you sucked in with its deceptive simplicity while providing an extremely long game for those desiring perfection.

Andrew Parsons

# TARZAN

Swing from vine to vine to vine to vine to vine to vine...

## FACT FILE

■ Publisher  
Activision

■ Developer  
Disney Interactive

■ Genre  
Platformer

■ Price  
\$39.95

■ Score  
**77%**



**B**ased on last year's cinematic release of Disney's Tarzan film, this game follows Disney Interactive's time-honoured tradition of using an established game design without adding anything new or innovative to the equation.

The result? A largely inoffensive game that managed to sell heaps by virtue its association to the movie.

Tarzan is structured as a 2.5D platform game. That is, you run directly from left to right, but the camera will pan and zoom around you to give the action a little more impact.

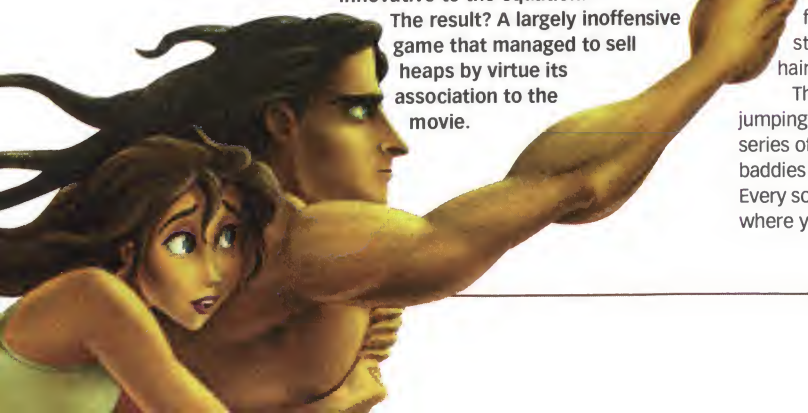
Essentially, the game is meant to take you through Tarzan's days as a formative young boy to becoming a strapping young man. And relatively hairless, mind you.

The majority of the game is spent jumping and climbing through a predictable series of trees and vines, fighting off the baddies by throwing pieces of fruit at them. Every so often you'll encounter a mini-game where you're either swimming or running

directly towards the screen, which is an interesting diversion.

All in all, Tarzan is honestly an extremely ordinary game. Enjoyment of it will depend on (a) whether you're a big fan of the movie; and (b) your threshold for tolerating music by Phil Collins. No doubt, the formula works well for kids; but for mature gamers, both factors are largely meaningless. It's a tragedy that games like Tombi 2 or Klonoa, which are better in every way, should be looked over for Platinum status when the only thing Tarzan has going for it is the movie hype. That's commercialism for you.

Kevin Cheung





# FEEDBACK



This is where the most important people in the gaming universe (you) get to voice your opinions about games. Send in your comments, concerns and complaints to:

## FEEDBACK

Australian Station



78 Renwick St, Redfern, NSW, 2016, Australia  
Email: [playstation@next.com.au](mailto:playstation@next.com.au) or visit <http://www.hyper@ctive.com.au>

Also, each Letter of the Month will win an amazing DUAL FORCE STEERING WHEEL from Livewire!



## Yo wass-up PlayStation freaks,

Whinge, Whinge Whinge, Whinge!!! That's all I ever hear from all the bloody "Readerz" of your mag! Every God-damned issue, some sponge is whining about piracy, crap games or just ranting on how great your magazine is.

Well, I'm a different story..

TBT

The remainder of this letter was unsuitable to print.

## Dear Station,

Your magazine is great! I thought Street Fighter EX2 Plus sucked, too. Now to the point: I have read one issue, and I'm sure that Anna Williams [from Tekken] hasn't been mentioned in any issue so far. Nina is a mean bitch who needs to be stuffed in a morgue. In your next issue, PLEASE have a section devoted to Anna! Okay, I'm a hardcore Tekken fan. The only reason Nina looks cute in Tekken 2 is because Anna forgot her lipstick. Seriously. How could Namco do that to Anna? Then there's her T2 ending... poor thing. I suppose you could have a section for all the Tekken women... it'd be worth it!!

Scott Hetherington

You baffle us, Scott. First you assert that you have read only one issue of our magazine. Then you make the assumption that no issues of our magazine whatsoever have any reference to Anna Williams. This logically inconsistent belief suggests you have an unnatural attraction to Anna, an idea given weight by your begging and pleading that follows. Please note that she is not a real person, merely a platonic ideal, and only given form by a computer generated illusion and your undying belief that she exists. Rest assured that we will dedicate huge vats of ink to depicting the Tekken girls upon the local release of Tekken Tag Tournament later this year. Until that time you can take heart in the knowledge that in the real world there are many women that look like men.

## FREAKY QUESTION OF THE MONTH

### Dear Station,

A friend told me that he saw on the internet that in England the PS2 is only going to be available if you pre-order it and that you won't be able to buy it in shops? Is this true? Also, will they use the same system in Australia? I don't see why I should have to give my private details to Sony just to buy a PS2. What's the deal?

Paranoid  
Not telling

Don't be ridiculous. Sony realise that most people still don't have the internet, so in order to sell as many PS2s as possible they'll continue to use conventional "shops." Of course if you subscribe to a dangerous information-tool like the net, then you should be ashamed of yourself, electronically tracked, monitored, stuck in a little box and zapped at random intervals with electric shocks until you start laying eggs.









## Hello guys (and gals)

I love your mag, even the changes you did. I have a few questions.

1) Why do all the PlayStation girls have to look sexy? For instance, Lara has big boobs and a tiny waist. The Dead Or Alive girls wear bikinis. And all I can say is that Jill Valentine's only problem is her boob tube (that and running around trying not to get eaten).

2) Why is it that the Ridge Racer V girl looks ugly?

3) Why is it that our PlayStation girl Lara is on the Nintendo and Sega? She's even on the Gameboy! And how come they won't let us have their games?

4) Why is it that games try to attract the boys? What's wrong with the girls?

My friend at school says that the Nintendo 64 has better graphics than the PlayStation, but at least all our games don't look like Ape Escape.

Thanks for your time.

Complainer

*PS That thing in issue 14 under the Freakiest Question, it's under the Next Edition thing in issue 13.*

*PPS James and Kevin, get a haircut.*

*PPPS Oh by the way, you wouldn't have any FF8 posters to give away?*

1) Games have to look sexy to attract boys. More boys play games than girls, so it makes sound financial sense from the perspective of game publishers. Besides, no-one would play games if all the heroines were molls. Get real.

2) I think she's kind of cute.

3) Eidos obviously want to milk the Lara Croft franchise for everything it's worth. After all, it's easier to re-hash an existing idea than come up with something new and interesting. As for Nintendo and Sega, they're afraid that if everyone could play Mario and Sonic on their PSXs that no-one would buy N64s or Dreamcasts, and rightly so!

4) Like I said, the problem with girls is that they don't buy enough games. Fortunately there are plenty of girly titles on PlayStation to keep them happy, like Abe's Exoddus and Final Fantasy.

I hope that clears up some of your questions. As for the "thing" you refer to, go to the comps page of this issue to find out what it's all about. It could be worth your while, especially if you like chewing gum. For the record, no one around the Station office can be arsed getting their hair cut, and finally, no, we do not have any FF8 posters. We had some Cricket 2000 posters, but we burned them.

## Dear Station Mag,

I've got a couple of questions, but first I'd just like to make a few appreciative comments about your mag (you seem to like them!). I've been reading your stuff since way back when you were starting up under the official title, and I'm still reading your mag for one reason, Your Style and Attitude. It makes the articles more enjoyable to read when they are full of humorous comments and jokes.

Anyway, on to my questions:

1. Are you aware of an AEON FLUX game coming out or is there one already on the market?

2. What are your thoughts on the Microsoft X-Box, do you think it will be out in time to challenge the almighty PSX 2?

3. As stated in Issue 14, you said PSX 2 would be around \$600-\$700, do you have any info on the price of the games?

4. Will the PSX 2 drive down the price of the original PSX games significantly?

5. What's the story with all this I've

been hearing about a broadband network for the PSX 2?

Finally, good luck to Narayan Pattison taking the reigns from Kevin.

Thanks  
Brynley  
Cullen

Glad you like the mag.

Brynley. For the record, the acronym for the PlayStation 2 is

"PS2." Sony seem to have had a falling out with the letter X, as the newly redesigned PlayStation is being called the PSone.

1. A game came out ages ago that was originally going to be based on Aeon Flux, but they had to change it at the last minute because they lost the official license. I forget what it was called, but we only gave it something like two out of ten.

2. No way. The PS2 is due on November 30, and the X-Box will be trailing it by a full year. Still, it will be easy to port PC games to Microsoft's new console, so it could even be worth buying in its own right. At the very least the competition should drive up the quality of PS2 titles.

3. That's up to \$749 now, thanks to our weak dollar. The games will probably be about \$90-\$100 each.

4. Probably.

5. In about two years time you'll be able to do all kinds of groovy stuff through your PS2, like watch cable TV and play online games like Everquest. This will of course hinge on the continued rollout of the broadband network, over which these goodies would currently be unprofitable with the small user base. Hopefully PS2 sales will drive this market forward.

As for Narayan, he left Station after only one issue. He's still around though, and if you look around the games section of your Newsagent, you might just catch a glimpse of him.

## Dear People at Station

I recently read the Critics' Circle in issue 13 and here's what I think. People aren't getting sick of Lara, they're getting sick of the game. Who could really be sick of Lara, she's a babe! You can't really expect people to still be into Tomb Raider after four installments of pretty much the same game just with different story lines. That's just damn boring.

Recently I purchased Tomb Raider 4







but within the first half-hour I was already sick of it and I haven't touched it since. I also think that Lara really needs a new image, maybe chuck her in a game with Duke or something like that. Thanks for reading my comments, and by the way your mag rocks.

Tim Fiegert

Although Tomb Raider 5 is going to be yet another carbon copy of the first game, the first incarnation of Lara on the PS2 will apparently herald a completely new style of game. We can only hope. Also, you should put more thought into your purchases of \$90 game software. Ever heard of renting?

### Hey there

Just a short word from a Station reader... I just HAVE to find out where you got your Transformer tees from!!!! It would be the perfect shirt to wear to a club — I can see it now, swarms of bug-eyed clubbers eyeing my sweet Decepticon shirt... now, hopefully being the gentlemanly person you are, you'll be able to impart to me where exactly you got them from (hopefully in Sydney) as I've sought high and low without any luck (obviously there's more than meets the eye). Thanks - and no, I'm not trying to bite your style or anything :) I've always wanted one, and as we're no longer in the 80s it seems a hard task to find one.

Again, merci beaucoup, and all the best as The Man with the Plan at Station (Christ, does Official Aus Playstation mag ever stink or what?!)

Cheers...

Frosty J

Glad you asked, J. The Transformers T-shirts you've seen modeled in the pages of Station are available over the internet from [www.giantrobot.com](http://www.giantrobot.com). This is the web site of the most excellent zine "Giant Robot," which we heartily recommend. At their site you can buy Autobot and Decepticon Ts in a wide range of sizes and colours, and you can even get hooded tops! In addition to these knock-offs, Hasbro themselves have licensed their own line of official Transformer T-shirts. Aside from the Autobot and Decepticon logos you can also get shirts with a wire-frame picture of a Transformer on the front, and their description from their Tech Spec Decoder Card on the back.

I picked up a couple of these when I was in New York recently. I've yet to see them for sale locally, but you might get lucky if you look through all the American mail order web sites. Failing that, maybe Gowings will come to their senses and stock them, it a product nobody should be without!

### Station,

Man are their any like SURFING gams for the PSZ dood that would ROOL dave from manly

There actually is one coming out soon. You can read about it on page 55.

### Hiya!

I like playing Tenchu!

Saddam Hussein  
Baghdad, Iraq

You know, the latest intelligence reports suggest that the real Saddam is using the net to download vast quantites of porn. Food for thought.

## LETTER OF THE MONTH

This month's winner receives a Dual Force Steering Wheel!

### Dear Station,

I am quite an avid gamer and own both an N64 and a PSX. My favourite types of games are RPGs and adventures. However, I have noticed a disturbing trend in that many games, and in particular the advertising for games seems to objectify women. Many gamers are young males, and I think that it is a very negative message to be sending to such easily-imprinted minds. Also, it is insulting to think that an intelligent adult gamer would be persuaded to buy a game, simply because the advertising features scantily-clad, unrealistic portrayals of women. Surely it's time that the gaming industry stopped insulting the gaming community.

Andy Miller  
Bondi  
Sydney

Maybe we can clear this up here once and for all. The basic law of commerce is called "supply and demand." The wheels of industry favour mass-production, so mass-market products are geared towards what the majority of people want. It costs millions to make a game these days, and a games company executive has to justify that expenditure when approving a new project. Humans are biological creatures, and thanks to our hormone-driven brain chemistry sex can sell anything. And if it means giving the people what they want, then where's the harm? By and large the public seems to love the games they buy, so maybe the problem's with you. Take a chill pill, watch some World Movies, and think it over.





# HELPSTATION

## MISS NURSE WANTS YOU!

**C**an't find the magic glowing rabbit to get past the third squid boss in the underwater city? Stuck in the boiler room of the old factory? Do you require some level skip codes and invincibility cheats to feel like a real PlayStation success? Write to Ms Nurse. She may just help you!



**WRITE TO: MISS NURSE**  
**78 Renwick St, Redfern,**  
**NSW 2016, Australia**  
**Email: playstation@next.com.au**

## COMMAND & CONQUER: RED ALERT

### CHEAT CODES

To enter these codes, click on the TEAMS menu with the CANCEL button (CIRCLE by default.) Now move the cursor over the following icons on the menu bar and press the CANCEL button on each.

- \* 1000 Credits — Square, Square, Circle, X, Triangle, Circle
- \* Chronosphere — Triangle, Circle, Circle, Square, Square, X
- \* Reveal Map — Square, Triangle, Circle, X, Triangle, Square
- \* Parabomb — Square, X, Circle, Circle, X, Triangle
- \* Win Level — X, Square, Square, Circle, Triangle, Circle
- \* Nuke — Circle, X, Circle, Triangle, Square, Triangle

### PASSWORDS - ALLIES

These passwords are for the Allied disk. To use them, make sure the Allied disk is in your

PlayStation, then go to the password screen.

Level	Password
2	PJ10C3IEW
3	EC5NAHTU
4	9BFVYZA28
5	P4XS4CZVC
6	FMNAE6U08
7	7XIQW4KQI
8	WPLAGLJ2G
9	4TNT8RJ21
10	FZ0ZY7ZQA
11	X9FJZVJZI
12	5RNHTXLRY

## DOOM



## GRAND THEFT AUTO



## GRAND THEFT AUTO



## DOOM

### FULL GUNS AND AMMO

Pause the game and press X, Triangle, L1, Up, Down, R2, Left, Left.

### FULL MAP

Pause the game and press Triangle, Triangle, L2, R2, L2, R2, R1, Square.

### GOD MODE

Pause the game and press Down, L2, Square, R1, Right, L1, Left, Circle.

### LEVEL WARP

Pause the game and press Right, Left, R2, R1, Triangle, L1, Circle, X.

### MAP WITH OBJECTS

Pause the game and press Triangle, Triangle, L2, R2, L2, R2, R1, Circle.

### X-RAY SPECS

Pause the game and press L1, R2, L2, R1, Right, Triangle, X, Right.

## GRAND THEFT AUTO

### EASY GURANGA

Go up to a group of Gurangas, or the groups of people making noise and running around following each other. Now, don't shoot them, but instead beat up the person in the front. If you beat him up enough, they will start following you almost anywhere. It's a good way to get a guranga with a machine gun, flame thrower, or other high powered weapon of death.

### EASY TANK

13	J7VEWVT09
14	OLHDAPYHL
15	17LE3FDV

### PASSWORDS - SOVIETS

These passwords are for the Soviet disk. To use them, make sure the Soviet disk is in your PlayStation, then go to the password screen.

Level	Code
1	17DUXFJ6C
2	VMBWOQ284
3	XN37MCCSO
4	LH06FZZQL
5	BUVV20LFF
6	AVYQ10YA8
7	LZRJTMQAN
8	YQX4C9GFH
9	1QES08LE0
10	RKP0UOXJA
11	CDLYL7Q4
12	8T5GGDK25
13	X5CDE0KN8

### SOYLENT GREEN

This code either turns people into gold or adds their "value" to your money pool. In either case, it only works in multiplayer mode and you need to build a refinery first.

To enter this code, click on the TEAMS button menu with the CANCEL button, then move the cursor over the following icons on the menu bar and press CANCEL on each: X, Circle, Triangle, Triangle, Circle, X

Submitted by Max Switchy

Strange secret message from Kane

This code works on both discs. Hold select and turn on the game. A picture of Kane will appear and he will give you his message.



# HELPstation

## GRIND SESSION



On the first city, access the second scene (Heist All Mighty.) When you start, run somebody over and wait for the ambulance to arrive. When it does, nick it and drive to the army base, drive in and you can nick the tank.

Note: This only works with an ambulance or a police car.

## FREE CAR BOMBS

In San Andreas, the bomb shop on the southeast end of the Golden Gate bridge will rig your car for free. Enter it before you do anything, and the guy will tell you that you don't have enough money. But then the car is rigged anyway! It might work on other shops but I haven't tried it. My personal use for this is to rig the car they start you off with, since it won't disappear when you leave it, and then get it when you want to use the car bomb.

## GAME MUSIC

Insert CD in an audio CD player to hear music tracks 2 and higher.

## GO THROUGH FENCES

When you find a fence you want to go through go find a truck or van (something you crawl under instead of over when you press R1). Align the truck so it is parallel with the fence. Get out and crawl under the truck towards the fence, you should come up on the other side.

## INVINCIBILITY

Press Square, Triangle, Circle, X (x2), Circle, Triangle, Square at the main menu.

## CHEAT PASSWORDS

Enter each of the following as the player name to get the desired effect:

**EXCREMENT** 5x multiplier

**WEYHEY** 9,999,990 points

**SATANLIVES** 99 lives

**CHUFF** All cities

**TURF or INGLORIOUS** All cities (1 and 2)

**URGE** All cities (1 and 2) - except Vice City 1

**GROOVY** All weapons

**BLOWME** Display coordinates

**FECK** Liberty City (1 and 2)

**TVTAN** Liberty City (1 and 2) and San Andreas City

**EATTHIS** Set Wanted level to four.

**SKYBABIES** Choose any level up to "Mandarin Mayhem".

**WEYHEY** Skip city

**BASTARD** 99 lives, 5x multiplier, all weapons, armor, display coordinates, select level, unlimited ammunition and a "Get out of Jail Free" card.

**GROOVY** All armor, unlimited ammunition and a "Get Out Of Jail Free" Card.

**HANGTHEDJ** All cities and weapons, lots of money and a parrot picture at the character selection screen.

**PECKINPAH** All weapons and armor and a "Get Out Of Jail Free" card.

**THESHIT** 99 lives, 5x multiplier, all weapons and armor, select level, unlimited ammunition and a "Get Out Of Jail Free" card.

## GRIND SESSION

### UNLOCK ALL TRICKS

To unlock every trick in the game, press Down, Left, Up, Right, Down, Left, Up, Right while the game is paused in tournament mode.

## SHANE WARNE CRICKET '99

### TOP OF FORM 1

Bottom of Form 1

## SHANE WARNE CRICKET '99



Always Win

To fix the game in your favor, enter the password GETBRIBE.

### BETTER BATTER SKILLS

Go to classic matches and enter BATKINGS as the password. This will give you the batting skills of the best batters.

### BIG BALL MODE

In the Classic Match Enter the Password "BIGBALLS" in the password section. It will not do anything at this point so then just play a normal classic match either the first one or enter another code to unlock further matches and then when you bowl the ball will be as big as a beach ball.

### CLUMSY FIELDERS

To make the fielders drop their catches, enter the password DROPBALL.

### HELMET CAM

For a different viewpoint, enter the password CHRISREA.

### PLAY ON THE BEACH

To play cricket on the beach, enter the password SUNSHINE.

### SUPER BATTERS

For super strong batters, enter the password SUPERMAN.

### UNBREAKABLE BATS

To make your bats unbreakable, enter the password SOLIDOAK.

### WORLD XI TEAM

Enter the password PENSIONS, then select Friendly or Test Series to play as the World Eleven.

### PASSWORDS

Level	Password
2	Overtime
3	Sausages
4	Dillbert
5	Batkings
6	Pancakes
7	Friedegg
8	Placebo1
9	Clueless
10	Nowayear





# HELPstation

## TEST DRIVE 6

To enable the following cheats, enter the code as your name.

### TOP OF FORM 1

AKJGQ	\$6,000,000
DFGY	All cars
OPIOP	All challenges
ERDRTH or ERERTH	All tracks
CVCVBM	All "Quick Race" tracks
FFOEMIT	Disable checkpoints
NOEMIT	Enable checkpoints
OPOIOP	No challenges
OCVCVBM	No "Quick Race" tracks
QTFHYF	Shorter tracks
RFGTR	"Stop The Bomber" mode

### PREVIEW VEHICLE

Hold L1 + R1 when purchasing a car or selecting one from your garage. Use d-pad to rotate vehicle.

## TOMORROW NEVER DIES

### 50 HEALTH PACKS AND ALL WEAPONS FOR CURRENT MISSION

Pause game and press Select (x2), Circle (x2), L1 (x2), R1 (x2). (Correct entry will resume game.)

### CONTROL CAMERA POSITION

Pause the game. Then press Select (x2), Circle (x2), R2 (x2). (Correct entry resumes game.)

### CAMERA OPERATION

Action	Button
Move ahead	R1
Move away	L1
Pan left	L2
Pan right	R2
Pan up	Triangle

### EXIT DOOR AT ANY TIME

Pause game and press Select (x2), Circle (x2), Square, Triangle, Square to exit a door even if the primary objective has not been completed."

### FREEZE OBJECTS

Pause game and press Select (x2), Circle (x2), Select (x2), Triangle (x2). (Correct entry will resume game.) All objects will freeze, allowing you to literally run to the exit.  
(Note: Cheat does not affect enemies.)

### GIANT BOND

Pause game and press Select (x2), Circle (x2), Triangle (x4) while standing on a tower. (Correct entry will resume game.) This cheat also makes Bond invincible when he is wearing full armor or in areas where health packs cannot be used.



### GOD MODE

Pause the game. Then press Select, Select, Circle, Circle, Triangle, Select.

### INVINCIBILITY

Pause game and press Select (x2), Circle (x2), Triangle, Select. (Correct entry will resume game.)

### LEVEL SELECT

At the main menu, press Select, Select, Circle, Circle, L1, L1, Circle, L1, L1. A tone confirms correct entry.

### MAXIMUM HEALTH

Pause game and press Select (x2), Circle (x2), Up (x2), Select. (Correct entry will resume game.) Alternately, pause game and press Select (x2), Circle (x2), Up (x2), Down.

### MINIMUM HEALTH

Pause game press Select (x2), Circle (x2), Down (x2), Up. (Correct entry will resume game.)

### MOVIE MODE

Pause the game and press Select (x2), Circle (x2), L1 (x7) at the main menu. (A tone confirms correct entry.) To view a FMV, select "Mov" at the Options menu. Alternately, complete the game in Agent mode to unlock Movie mode.

### REMOVE FIRE

Pause game and press Select (x2), Circle (x2), Select (x2), R1 (x2).

### REMOVE OBJECTS

Pause game and press Select (x2), Circle (x2), Select (x2), Square (x2). (Correct entry will resume game.) To disable cheat, reenter.

### REMOVE ONSCREEN DISPLAYS

Pause game and press Select (x2), Circle (x2), Left, Right, Select. (Correct entry resumes game.)

### REMOVE SURFACE TEXTURES

Pause game and press Select (x2), Circle (x2), Select (x2), Circle (x2). (Correct entry will resume game.) To disable cheat, reenter.

### RUN FASTER

Pause game and press Select (x2), Circle (x2), Square (x2), Circle (x2). (Correct entry will resume game.) Repeat to disable cheat.



### TOMORROW NEVER DIES



### SEE THROUGH WALLS

Pause game and press Select (x2), Circle (x2), Select (x2), Circle (x2). (Correct entry will resume game.)

### SELECT MISSION

Press Select (x2), Circle (x2), L1 (x2), Circle, L1 (x2) at the main menu. (A tone confirms correct entry.)

### SPY CAM

To get the spy cam, pause the game, then press Select, Select, Circle, Circle, R2, R2, L2, L2.

### UNLIMITED AMMUNITION

Pause game and press Select (x2), Circle (x2), Circle, Triangle.

### VIEW BOUNDARIES

Pause game and press Select (x2), Circle (x2), Triangle (x2), Square (x2). (Correct entry resumes game.) Flashing lights indicate the playing field boundaries.

### VIEW DEBUG INFORMATION

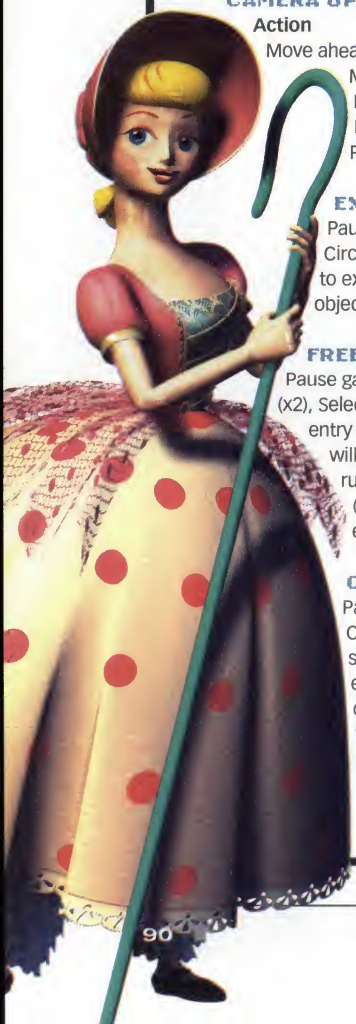
Pause game and press Select (x2), Circle (x2), L2, R2, L2. (Correct entry resumes game.) To disable cheat, press Select (x2), Circle (x2), R2, L2, R2.

### WALK THROUGH WALLS

To walk through walls and climb the mountain in level 1 go to the pause screen and put in the code as following: Select x2, Circle x2, Triangle x4.

### WIN MISSION

Pause game and press Select (x2), Circle (x2), Select, Circle. (Correct entry will resume game.) Alternately, pause game and press Select (x2), Circle (x2), Select, Circle (x2).





# HELPstation

## TOY STORY 2

### DEBUG MODE

At the title screen press: X, Circle, Square.

### EXTRA CHICK IN CHICK SEARCH

In the level Al's Toy Barn, go up to the rooster and he will ask you to get him the chick that's in the egg at the other side of the level. After you get him the chick, he will ask you to go back for a Pizza Planet token that's in the egg. Get it, then exit the level. Go back in, and go back to the rooster. Talk to him, then get the chick again. Instead of giving it to him, keep it, and it will count as one of the 5 chicks that you have to get for the hen.

### OUTRUN THE RC CAR

In the second level, Andy's Neighborhood, you can defeat RC without the jet boots. Here is how: Every time the RC car attempts to pass you by, simply stand in front of it and wait for it to collide with you. It will stop for a short time. Keep running along and run into him at all costs. Be sure not to land in the cement mixture. You can repeat this process to get the Pizza Planet Coin.

### REPLENISH HEALTH

When your health is gone, quickly exit the level then return to it and you should be invincible.

### SECRET LEVEL

On level one if you get 100 or more coins go talk to Hamm and he will invite you to the secret room called Woody's workshop. Here you can collect extra hints, cheats, and tips in order to beat the other levels (this will make it easier and will show you were everything is at)

### SHORTCUT TO MR. POTATOHEAD'S EAR

In the first level. In the room Hamm is in. Jump on the chair so you go in the air and land. Instead of jumping over to the next platform just walk off and turn around. You should get his ear.

### UNLOCK ALL LEVELS

At the title screen press Up 4 times, Down 2 times, Up 2 times, and finally Down 3 times. If the code is done correctly you will unlock all the levels but you still have to complete all the missions because the Pizza Planet Tokens will not be available.



## V-RALLY 2

### ALL CARS, TROPHIES AND LEVELS

Go to game progression screen at the options menu then press L1, R1, Left, Right, Left, Right, Up, Down, Up, Down, X, X + Select.

### FAST ACCELERATION

Enter your name as LDN

### HIDDEN TRACKS

Enter these codes in the name box. you must quit and start a new race to change. After entering the code choose your car, select time trial from the game mode screen, go to Corsica and chose any course. You will be on a track you have never done before. It may not be on tarmac.

Hidden track 1:	CBLC
Hidden track 2:	CBLCA
Hidden track 3:	CBLCB
Hidden track 4:	CBLCC
Hidden track 5:	CBLCD

### SUPER JUMPS

For high flying mode, enter \_FLY\_ in the name box. Remember the space before and after. Now, everytime you hit a jump, you will be launched twice as high.



V-RALLY 2



V-RALLY 2





# BUYER'S GUIDE

Station Magazine has formed the Buyer's Guide to give you, the reader, an idea about the games that have been released over recent months. Use this as a guide when buying your PlayStation software.

## STATION RECOMMENDATIONS: PLATFORM

1. **Crash Bandicoot Warped (Platinum)**  
Price: \$39.95  
Score: 95
2. **Rayman (Platinum)**  
Price: \$34.95  
Score: 98
3. **Abe's Exoddus**  
Price: \$59.95  
Score: 90
4. **Ape Escape**  
Price: \$69.95  
Score: 100
5. **Spyro 2**  
Price: \$39.95  
Score: 90



### ARMORINES: PROJECT S.W.A.R.M.

**PUBLISHER:** Acclaim  
**GENRE:** Shooter  
**PRICE:** \$69.95  
**SCORE:** 42

Direct conversion of the abysmal N64 version. Armorines promises Starship Troopers action but delivers a bland and frustrating experience.

### ARMY MEN 3D

**PUBLISHER:** Sony  
**GENRE:** 3rd Person Shooter  
**PRICE:** \$59.95  
**SCORE:** 71

The easiest of the Army Men games, Not much in the way of tactical sophistication or friendly graphics. It's rather Spartan really.

### ARMY MEN: OPERATION MELTDOWN

**PUBLISHER:** Sony  
**GENRE:** 3rd Person Shooter  
**PRICE:** \$59.95  
**SCORE:** 76

Uses the same game engine as 3D, but is set in the Pacific theatre of WW II. More simplistic action abounds, occasionally with real tactics

### ARMY MEN: SARGE'S HEROES

**PUBLISHER:** Sony  
**GENRE:** 3rd Person Shooter  
**PRICE:** \$59.95  
**SCORE:** 81

The best of the Army Men games by far, this one actually has characters and a plot to justify the action. Good, injection-molded fun.

### BISHI BASHI SPECIAL

**PUBLISHER:** Ozisoft  
**GENRE:** Party  
**PRICE:** \$89.95  
**SCORE:** 76

Perfect for those with short attention spans, this presents almost a hundred different mini games that demand frantic button mashing!

### COLIN MCRAE RALLY 2

**PUBLISHER:** Ozisoft  
**GENRE:** Rally driving  
**PRICE:** \$89.95  
**SCORE:** 94

High levels of realism, gorgeous graphics and satisfying long term play make this the best rally driving game yet for PlayStation.

## STATION RECOMMENDATIONS: RPG

1. **Final Fantasy 7**  
Price: \$39.95  
Score: 100
2. **Final Fantasy 8**  
Price: \$89.95  
Score: 100
3. **Star Ocean: The Second Story**  
Price: \$49.95  
Score: 90
4. **Legend Of Legaia**  
Price: \$49.95  
Score: 90
5. **Alundra 2**  
Price: \$79.95  
Score: 85



## STATION RECOMMENDATIONS: ACTION

1. **Jedi Power Battles**  
Price: \$89.95  
Score: 86
2. **Die Hard Trilogy (Platinum)**  
Price: \$39.95  
Score: 80
3. **Driver**  
Price: \$69.95  
Score: 90
4. **GTA 2**  
Price: \$89.95  
Score: 90
5. **Medieval 2**  
Price: \$49.95  
Score: 93



### DESTRUCTION DERBY RAW

**PUBLISHER:** Sony  
**GENRE:** Racing  
**PRICE:** \$69.95  
**SCORE:** 79

Mindless, fender bending racing action. Not terribly deep, but has that pick-up-and-play appeal that ensures repeated and extended satisfaction.

### DRAGON VALOUR

**PUBLISHER:** Sony  
**GENRE:** Action/RPG  
**PRICE:** \$49.95  
**SCORE:** 64

Zelda-ish dungeon romping with a hint of genealogy. Hack and slash for the glory of your family, or something. Repetitive and unremarkable in all respects.



## STATION RECOMMENDATIONS: FIGHTING

1. **Tekken 3 (Platinum)**  
Price: \$39.95  
Score: 95
2. **StreetFighter Zero: 3**  
Price: \$89.95  
Score: 90
3. **Bushido Blade**  
Price: \$69.95  
Score: 97
4. **Dead or Alive**  
Price: \$69.95  
Score: 81
5. **Soul Blade (Platinum)**  
Price: \$39.95  
Score: 90



## STATION RECOMMENDATIONS: ADVENTURE

1. **Metal Gear Solid (Platinum)**  
Price: \$49.95  
Score: 100
2. **Resident Evil 3**  
Price: \$89.95  
Score: 90
3. **Tenchu**  
Price: \$49.95  
Score: 90
4. **Syphon Filter**  
Price: \$69.95  
Score: 90
5. **Silent Hill**  
Price: \$89.95  
Score: 80



### ECW Hardcore Revolution

**PUBLISHER:** Acclaim  
**GENRE:** Wrestling  
**PRICE:** \$89.95  
**SCORE:** 48

Now you can recreate the madcap adventures of your favourite ECW wrestling stars. Another wrestling game clone, perhaps the least original yet.

### Front Mission 3

**PUBLISHER:** Sony  
**GENRE:** Strategy/RPG  
**PRICE:** \$69.95  
**SCORE:** 89

An excellent example of mech combat delivered in a manner that is both cerebral and action-packed. Highly addictive, highly recommended.

### Gauntlet Legends

**PUBLISHER:** Ozisoft  
**GENRE:** Beat 'em up  
**PRICE:** \$89.95  
**SCORE:** 70

This is a worthy successor to the ancient arcade classic, but unfortunately only supports up to two player gaming.

### Ghoul Panic

**PUBLISHER:** Sony  
**GENRE:** Shooting  
**PRICE:** \$49.95  
**SCORE:** 68

A shooting gallery game that works with the Namco G-Con 45 controller. Not as good as the Point Blank games, but good enough as a change of pace.

### Grind Session

**PUBLISHER:** Sony  
**GENRE:** Skateboarding  
**PRICE:** \$69.95  
**SCORE:** 78

This is a brazen copy of Tony Hawk Skateboarding, with only one or two new features. Possibly useful to those who can't wait for Tony Hawk 2.

### Grudge Warriors

**PUBLISHER:** Jack Of All Games  
**GENRE:** Action  
**PRICE:** \$49.95  
**SCORE:** 55

Do deadly battle in your dastardly dune buggy against rival gangs of despicable desperados. Highly unoriginal, uninspiring, un compelling and unnecessary.

### Hogs of War

**PUBLISHER:** Ozisoft  
**GENRE:** Turn based strategy  
**PRICE:** \$89.95  
**SCORE:** 95

Like Worms Armageddon, only in 3D! Pit your squad of WW2-themed pigs against your friends with Rick Mayall from Bottom doing the voices!

### In Cold Blood

**PUBLISHER:** Sony  
**GENRE:** Adventure  
**PRICE:** \$69.95  
**SCORE:** 71

This big-budget spy thriller makes use of some interesting light-sourcing technology, but the puzzles are just this side of impossible.

### Legend of Dragoon

**PUBLISHER:** Sony  
**GENRE:** RPG  
**PRICE:** \$69.95  
**SCORE:** 89

Highly polished, three years in the making, and visually spectacular, Legend Of Dragoon is an RPG fan's dream come true. Not original, but very good.

### Moho

**PUBLISHER:** Jack Of All Games  
**GENRE:** Arena based combat  
**PRICE:** \$89.95  
**SCORE:** 85

One or two player action with a variety of different game modes. The novelty factor here derives from the combatants having balls instead of legs.

### NBA Showtime NBA on NBC

**PUBLISHER:** Playcorp  
**GENRE:** Basketball  
**PRICE:** \$89.95  
**SCORE:** 72

An unwarranted addition to the swollen field of Basketball games, with unremarkable gameplay and surprisingly poor graphics.

### NFS: Porsche 2000

**PUBLISHER:** EA  
**GENRE:** Racing  
**PRICE:** \$79.95  
**SCORE:** 81

More of the same. Unlock a whole bunch of Porsches through history and observe how the Need For Speed games keep getting worse.

### N-Gen Racing

**PUBLISHER:** Ozisoft  
**GENRE:** Racing  
**PRICE:** \$79.95  
**SCORE:** 67

Race jet fighters at breakneck speed. Despite the novel approach, there's just not enough reward for your effort, especially when games like Rollcage and Wipeout exist.

### Player Manager 2000

**PUBLISHER:** Sony  
**GENRE:** Soccer Management  
**PRICE:** \$69.95  
**SCORE:** 61

If you want a soccer management simulation for your PlayStation, then this is about the best one you can get. If you don't then don't buy it.

### Rescue Shot

**PUBLISHER:** Sony  
**GENRE:** Shooting  
**PRICE:** \$59.95  
**SCORE:** 77

Yet another G-Con treat from Namco. This light gun game, due to its short length, low difficulty and storybook presentation is best suited for younger players.

### Ronaldo V-Football

**PUBLISHER:** Ozisoft  
**GENRE:** Soccer  
**PRICE:** \$89.95  
**SCORE:** 64

The makers of this knew that it would



## STATION RECOMMENDATIONS: RACING

1. **Wip3out Special Edition**  
Price: \$49.95  
Score: 91
2. **Gran Turismo (Platinum)**  
Price: \$39.95  
Score: 90
3. **Colin McRae Rally (Platinum)**  
Price: \$49.95  
Score: 90
4. **Ridge Racer: Type 4**  
Price: \$39.95  
Score: 80
5. **Rollcage: Stage 2**  
Price: \$49.95  
Score: 90



## STATION RECOMMENDATIONS: SPORT

1. **Tony Hawk Skateboarding**  
Price: \$69.95  
Score: 100
2. **NBA Live 2000**  
Price: \$89.95  
Score: 90
3. **Shane Warne Cricket**  
Price: \$49.95  
Score: 90
4. **Cool Boarders 3**  
Price: \$39.95  
Score: 80
5. **FIFA 2000**  
Price: \$79.95  
Score: 100



sell with Ronaldo on the box, so they didn't even try to compete with ISS Pro Evolution (A better game).

techno beat. Refreshing, different.

### SPACE DEBRIS

**PUBLISHER:** Sony  
**GENRE:** Space Shooter  
**PRICE:** \$89.95  
**SCORE:** 58

Very predictable and unrewarding gameplay makes for an unnecessary addition to an already overcrowded genre

### STRIDER 2

**PUBLISHER:** Ozisoft  
**GENRE:** Platform  
**PRICE:** \$89.95  
**SCORE:** 80

Fans of the original will get a kick out of this rejuvenated Capcom classic.

### TERRACON

**PUBLISHER:** Sony  
**GENRE:** Action  
**PRICE:** \$69.95  
**SCORE:** 87

Blast your way across five different planets in a free roaming 3D first/third person action blaster with a catchy

### TOMBI 2

**PUBLISHER:** Activision  
**GENRE:** Action/RPG  
**PRICE:** \$89.95  
**SCORE:** 78

A curious combination of platform and RPG elements, Tombi 2 is a feast of sub games. Smooth and entertaining, but holding little replay value.

### UEFA CHAMPIONSHIP LEAGUE 1999/2000

**PUBLISHER:** Ozisoft  
**GENRE:** Soccer  
**PRICE:** \$89.95  
**SCORE:** 74

Yet another white elephant soccer game that falls somewhere in between ISS evolution and FIFA 2000 without really challenging either of them.

### VAGRANT STORY

**PUBLISHER:** Sony  
**GENRE:** RPG  
**PRICE:** \$69.95  
**SCORE:** 92

This is a dungeon crawling adventure full of hacking and slashing, not to mention an awesome combat system. One of the

## STATION RECOMMENDATIONS: MULTIPLAYER/PUZZLE

1. **Worms: Armageddon**  
Price: \$89.95  
Score: 100
2. **Crash Team Racing**  
Price: \$79.95  
Score: 100
3. **Hogs Of War**  
Price: \$79.95  
Score: 95
4. **Devil Dice**  
Price: \$59.95  
Score: 80
5. **Bust a Groove**  
Price: \$89.95  
Score: 80



most addictive games we've seen in ages

### VAMPIRE HUNTER D

**PUBLISHER:** Jack Of All Games  
**GENRE:** Action  
**PRICE:** \$89.95  
**SCORE:** 40

Fans of the anime could conceivably get a kick out of this, but the layman will be offended by the poor control and mindless repetition.

### VIB RIBBON

**PUBLISHER:** Sony  
**GENRE:** Music  
**PRICE:** \$39.95  
**SCORE:** 90

One of the most original games we've ever played! Guide a twisted rabbit creature across a surreal music-generated obstacle course.

### WALT DISNEY WORLD MAGICAL RACING QUEST

**PUBLISHER:** Ozisoft  
**GENRE:** Kart Racing  
**PRICE:** \$89.95  
**SCORE:** 64

This doesn't even come close to reaching the high water mark set by Crash Team Racing, and comes out the worse when compared to Muppet Race Mania.

### WIP3OUT SPECIAL EDITION

**PUBLISHER:** Sony  
**GENRE:** Racing  
**PRICE:** \$49.95  
**SCORE:** 91

The ultimate racing experience on PlayStation. 22 tracks from the Wipeout series under one roof of high res graphics and mellow Euro-trance. Superb!

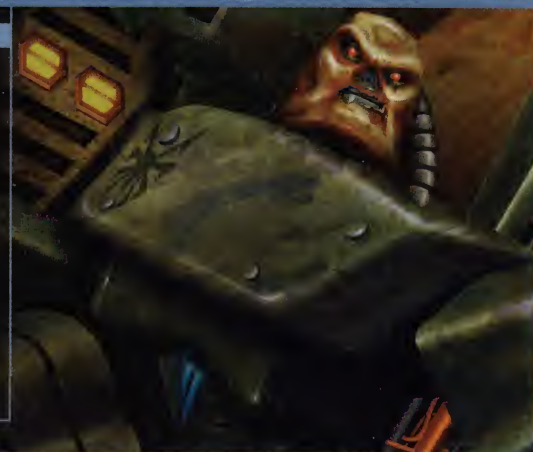
### WORLD CHAMPIONSHIP SNOOKER

**PUBLISHER:** Ozisoft  
**GENRE:** Snooker  
**PRICE:** \$89.95  
**SCORE:** 85

Probably the best snooker game yet for the PlayStation, with amazing visuals and highly realistic physics. Of course, the real game beckons at the pub...

## STATION RECOMMENDATIONS: SHOOTING

1. **Quake 2**  
Price: \$89.95  
Score: 90
2. **Final Doom**  
Price: \$39.95  
Score: 90
3. **Point Blank 2**  
Price: \$59.95  
Score: 90
4. **Time Crisis**  
Price: \$39.95  
Score: 90
5. **Omega Boost**  
Price: \$59.95  
Score: 80





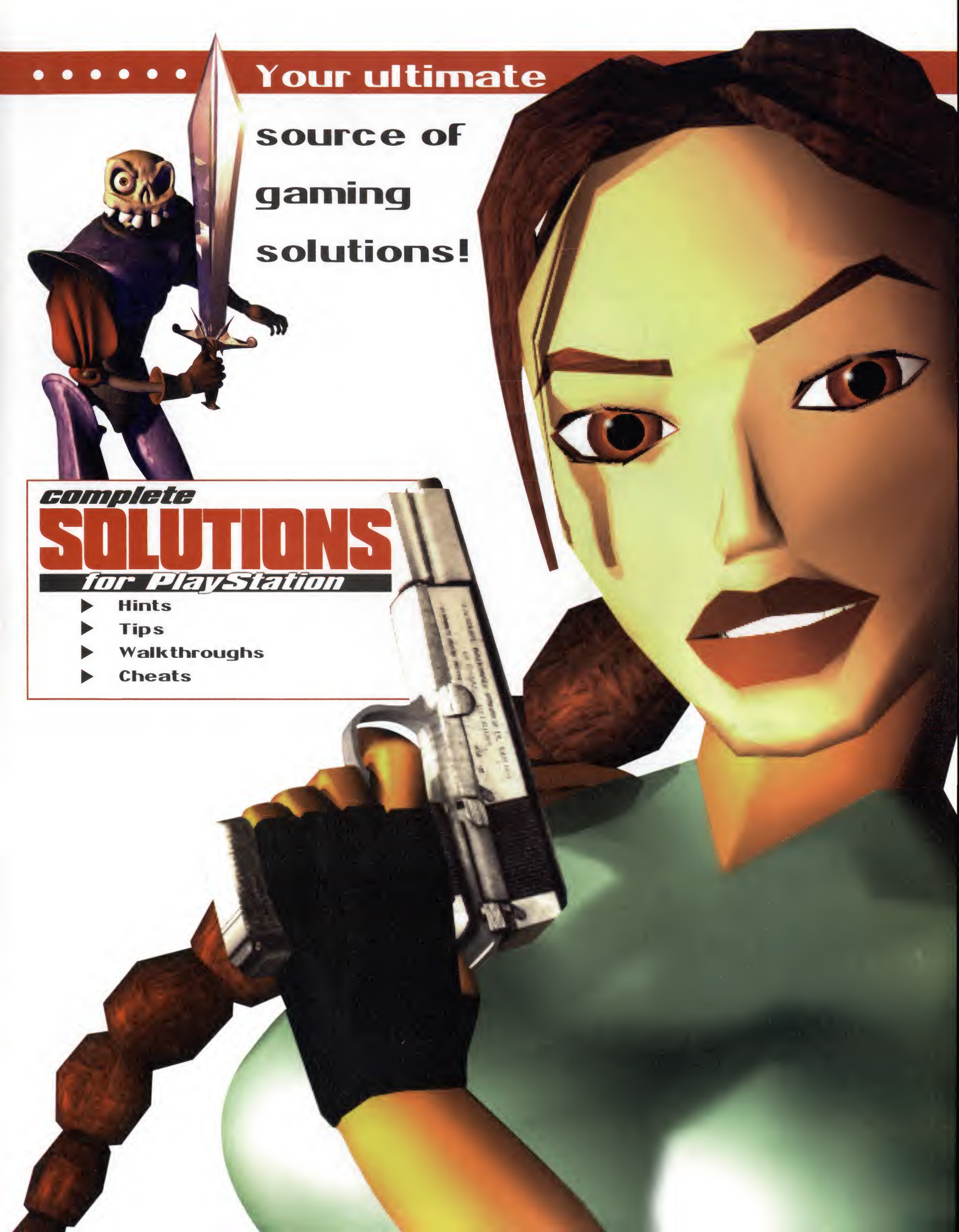
.....

**Your ultimate  
source of  
gaming  
solutions!**



***complete***  
**SOLUTIONS**  
***for PlayStation***

- ▶ Hints
- ▶ Tips
- ▶ Walkthroughs
- ▶ Cheats





# THE CRITICS' CIRCLE

This is where the crew at Australian Station takes a more serious look at the world of PlayStation. The Critics' Circle is a forum where we discuss hot and/or topical issues that affect your enjoyment in PlayStation gaming. This month, we take a look at Sony's strategy with the PlayStation 2.

## A WORLD WHERE THE SUN NEVER SETS ON SONY?

**S**ony Computer Entertainment has had a runaway success with the original PlayStation. Starting as an outsider with no experience in the video game sector, in a little over six years they have mopped the floor with the competition. Using their corporate muscle in the electronics sector, they built their strategy from the ground up, poaching staff and buying subsidiaries as they saw fit. With more PlayStations in living rooms across the world than all of the competing machines put together, Sony seems to have an unassailable position from which to launch the PS2, and with it a strategy to dominate not just our gaming, but our home cinema, internet use, and indeed pretty much every aspect of our lives.

This is not speculation, this is Sony's declared intention as conveyed in a series of press releases they've been penning over the past year. They're ready and rearing to shape the world in their image. But is this confidence warranted? Can Sony really make the leap from quality electronics supplier to world governing body? There are a number of factors affecting the strategy they've chosen, and any one of them could scuttle their plans.

Not least of which is the sheer scale of what they propose. They propose to

market a range of electronic devices that would all talk to each other, either by USB or wireless means. The average family is not going dramatically alter their upgrade path and throw out a TV that works perfectly well if it means a 5% performance boost from the newer, connectable Sony product. Even if the demand existed, Sony would be hard pressed to meet the manufacturing needs of the entire world.

So it looks like Sony are planning to set an industry standard that they would own and other companies would have to follow, after paying a hefty licensing fee, of course. Market research data suggest that the use of hand-held devices to access the internet will explode in the next few years, and Sony's recent deal with Palm, the world leader in palm-top computers, suggests forward thinking in this area. The end consumer will use the PS2 as a base station for their Sony handhelds, to which whatever tidbits they've been gleaning can be uploaded.

From there the PS2 could print it out on the family printer, show it on the family's Sony digital TV, and perhaps automatically update the Sony master database about its user's latest thought process so they can be more effectively targeted by future advertising. Before long we could all be muttering about PlayStations in our sleep.

## THE PLAYSTATION 2: SMALL WONDER OR BIG BROTHER?

### JAMES COBBE

I wonder what's on Bill Gate's mind right now. For years he's had a monopoly on operating systems, and has used the vast cash reserves at his disposal to simply buy out anyone who gets in his way. Microsoft has now identified the game console sector as one where money is to be made, and is producing the so called "X-Box," a stripped down PC disguised as a games machine, designed to take over our living rooms. Gates would be a fool to stop at just games, and I don't think he will. If Sony can take over the games industry, then the world's biggest software company can do the same. And a bit more besides, I'd wager.



### ROD GALL

I for one am somewhat skeptical of the Sony Greater East-Asia Co-Prosperity Sphere's strategy regarding the PS2. They seem to be hanging a great deal of importance on the concept of the unit being gradually upgraded until it is some sort of mighty uber-console that controls all of the appliances in your house. Not only is this a sure-fire path to a Terminator-esque AI-ruled nightmare future, but I'm thinking that it's all a distraction from the here-and-now quality of the games. I don't care about the PS2 hair-dryer attachment due in five years time. I do care about the ability to play good games on the PS2. It's meant to be a GAMING CONSOLE, not SkyNet.



### PETER HART

I think we're all forgetting Nintendo's strategy here. As the games company with the longest history and the most recognisable character (Mario), I can't see how their new mega console, the Starcube, can possibly fail in the latest skirmish of the next-gen gaming wars. Haha, just kidding. Seriously though, Sony don't have the whole market to themselves. There are other brands of game machines on the market, not to mention TVs, computers, mobile phones and toasters. The world is changing too fast to define a single interface standard that could control them all for all eternity. At least, I hope it is. That would freak me out.









**IT'S THE DAWN OF A NEW AGE  
IN NEXT MONTH'S ISSUE OF  
AUSTRALIAN STATION!**

#### **PLAYSTATION 2**

Sony's long awaited date with destiny is almost upon us! November 30 heralds the dawn of a new era in home entertainment, with the release of the PlayStation 2 and over two dozen games! With titles like Tekken Tag Tournament, The Bouncer and Wipeout Fusion just around the corner, the PS2 is set to take the country by storm! We'll give you the full run-down on all the launch titles, all the accessories you'll want to buy, and everything else you'll need to know about the newest member of your family. You are buying one, aren't you?

#### **DVD MAYHEM!**

They've captured the imagination of the Australian public, and are selling faster than any new home entertainment technology the world has ever seen! DVDs offer cinema quality sound and vision in your own home, plus extra features like interviews, trailers, out-takes and vaults full of behind the scenes material. What's more, you can watch them on the PS2! In this special feature we tell you everything you need to know about these modern marvels.

#### **DRIVER 2**

Live out all your Hollywood car chase fantasies all over again! With better graphics, better gameplay and more shady hoods than ever before, Driver 2 is ready to explode onto the PlayStation next month. Re-join Tanner as he faces off against the sinister Latin American underworld on the mean streets of Havana, or the windy streets of Chicago. It's going to be huge, and you can read about it right here in Australian Station.

# NEXT EDITION

#### **ALSO COMING NEXT MONTH:**

Black & White, Formula One 2000, Medal Of Honor: Underground, Lemmings Revolution, Vanishing Point, You Don't Know Jack, and much, much more!



# CHEATZONE

CALL NOW ON

# 1902 221 221

## ONE EASY CALL AND YOU HAVE THE CHEAT!

TIME SAVING FEATURES DURING CALL

**ALL THE LATEST GAMES - IF WE DON'T HAVE WHAT YOU WANT, CALL AND TELL US!**

## Cheats and Tips for PSX and Nintendo All formats available SOON!

### Playstation

379	A Bug's Life	500	Gekido	234	Monster Trucks	281	Resident Evil 2	326	Test Drive 5	377	Xena Warrior Princess
380	Ace Combat 3	186	Gex 3: Deep Cover	517	Mortal K:Special Forces	282	Resident Evil 3: Nemesis	327	Test Drive 6	<b>Nintendo 64</b>	
381	Army Men 3D	187	Gex: Enter the Gecko	235	Moto Racer	283	Resident Evil DC	400	Aero Gauge	400	NAS Car 2000
101	Army Men: Air Attack	188	Ghost in the Shell	236	Moto Racer 2	284	Ridge Racer Rev	401	Aerofighter Assault	457	NAS CAR 99
382	Army Men: Sarge's Heroes	189	Gran Turismo	237	Motorhead	530	Ridge Racer Type 4	402	All Star Baseball 99	458	NBA Hangtime
383	Army Men: World War	190	Gran Turismo 2	518	MTV Snowboarding	285	Rival Schools	403	Armored: Project SWARM	459	NBA in the Zone
102	Asteroids	191	Grand Theft Auto 2	238	N2O - Nitrous Oxide	286	Riven	404	Banjo Kazooi	460	NBA Live 99
103	Auto Destruct	192	Grand Tour Racing 98	239	Nascar 2000	287	Road Rash 3D	405	Battle Tanks	461	NFL Qback Club 99
104	Azure Dreams	193	Grind Session	240	Nascar 98	531	Road Rash:Jailbreak	406	Battle Tanks: Global Assault	462	NHL 99
105	B Movie	501	Guilty Gear	241	NBA Live 2000	288	Rogue Trip Vac:2012	407	Beetle Adventure Racing	463	NHL Breakaway 98
106	Battle Arena 2	193	Heart of Darkness	242	NBA Live 98	289	Rollcage	408	Bio Freaks	464	NHL Breakaway 99
107	Battle Arena 3	194	Hot Shots Golf	243	NBA Live 99	291	Rollcage Stage 2	409	Body Harvest	465	Nightmare Creatures
108	Beast Wars Transform	503	Hot Shots Golf 2	519	NBA Shootout 2000	290	R-Types	410	Bomber Man 64	466	Offroad Challenge
109	Bio Freaks	196	Independence Day	244	NBA Shootout 98	292	Running Wild	411	Buck Bumble	603	Perfect Dark
110	Blast Chamber	197	Indy 500	520	NCAA Football 2000	532	Sammy Sosa Baseball 2001	412	Bust-a-move 2	467	Quake 2
111	Blast Radius	198	IS Soccer Pro 98	521	NCAA GameBreaker 2000	533	Sampras Extreme Tennis	413	Castlevania	468	Quake 64
112	Blasto	504	IS Soccer Pro Evolution	245	Need for Speed 2	534	Samurai Shodown: Warriors Rage	414	Chameleon Twist	469	Rainbow 6
113	Blood Omen	199	J MaGrath Super X 98	246	Need for Speed 3	293	SCARS	415	Chopper Attack	470	Resident Evil 2
114	Bloody Roar	505	Jackie Chan: Stuntmaster	247	Need for Speed V-Rally 2	294	Shadow Master	416	Clay Fighter 63 1/3	471	Road Rash 64
115	Bloody Roar 2	506	Jersey Devil	522	Need for Speed: High Stakes	295	Shane Warne 99	417	Command and Conquer	472	Robotron X
116	Bombberman	200	Jet Moto 3	248	NFL Blitz	296	Side Pocket 3	418	Dark Rift	473	Rush 2 Xtreme Racing USA
384	Bombberman Fantasy Race	201	Judge Dread	523	NFL GameDay 2000	535	Silent Bomber	419	Diddy Kong Racing	474	SCARS
117	Brain Dead 13	202	Jurassic Park: Warpath	524	NFL Gameday 99	298	Silent Hill	420	Donkey Kong 64	475	Star Wars: Racer
118	Brigadine	203	K1 Arena Fighters	524	NHL 2000	298	Sim City 2000	421	Duke Nukem: Zero Hour	476	Star Wars: Rogue Squad
119	Busby 3D	205	Killer Loop	250	NHL 98	536	Sim Theme Park	422	Earthworm Jim 3D	477	Star Wars: Shadows
120	Bushido Blade 2	206	Kiona	251	NHL 99	299	Skull Monkeys	423	Excitebike 64	604	Starcraft 64
121	Bust-a-Groove	207	KKND: Krossfire	252	NHL Championship 2000	300	Sled Storm	424	Extreme G2	478	Super Cross 2000
122	Bust-a-Move 4	208	Knockout Kings	253	NHL Face Off 98	301	Small Soldiers	425	F1 Pole Position	479	Super Smash Brothers
123	C: Contra Adventure	209	Knockout Kings 2000	254	NHL Powerplay 98	302	Smash Court 2	426	F1 World Grand Prix	480	Superman
124	Capcom Gen1	210	Krazy Ivan	526	Nightmare Creatures 2	303	Soul Blade	427	FIFA 98	605	The Legend of Zelda
125	Capcom Gen2	394	Kula World	527	Ninja: Shadows	304	South Park Rally	428	Fighting Destiny	481	Top Gear Over drive
126	Cardinal Sin	163	Legend of Mana	507	No Fear:Downhill M B Racing	537	South Park:Chefs Luv Shack	429	Fighting Force 64	482	Top Gear Rally
127	Cart World Series	214	Lego Racers	255	Nuclear Strike	305	Soviet Strike	430	Forsaken	483	Toy Story 2
128	Crocoboo Racing	215	Libero Grande	256	Oddworld: Abe's Exodus	308	Speed Punks	431	F-Zero X	484	Turok
129	Circuit Breakers	508	LMA Manager	257	Oddworld: Abe's Odd ODT	306	Spice World	432	Gauntlet: Legends	485	Turok 2
385	Clock Tower 2	216	M.K. Mythologies	258	One	318	Spyro 2	433	Gex 3: Deep Cover Gecko	486	Turok: Rage Wars
130	Code Name: Tenka	217	M.K.4	259	Pandemonium 1	307	Spyro the Dragon	434	Glover	487	Vigilante 8
131	Colin McRae Rally	511	Madden NFL 2000	260	Pandemonium 2	308	Star Wars: Masters of T	435	Golden Eye	488	Vigilante 8: Second Offence
386	Colin McRae Rally 2	218	Madden NFL 98	261	Parasite Eve	539	Star Wars:Episode 1	436	Harvest Moon 64	489	V-Rally
132	Colonisation	219	Madden NFL 99	262	Parrappa The Rapper	309	Steel Reign	437	Hexen	490	Wayne Gretski 3D 98
133	Colony Wars	512	March Madness 2000	263	Pit Fall 3D	310	Street Fighter Alpha 3	438	Hot Wheels Turbo racing	491	WCW Mayhem
387	Colony Wars 3	220	Marvels SH v St Fighter	264	Pocket Fighter	311	Street Fighter Coll2	439	Iggy's Reckin' Ball	492	WCW Revenge
134	Colony Wars Veng	221	Marvels v Capcom: Clash	265	Point Blank 2	312	Street Fighter X+Alpha	440	Infisherman	493	World Driver Championship
135	Command & Conquer	222	Mass Destruction	528	Populous:The Beginning	313	Street Fighter: Ex 2 +	600	Int Track & Field 2000	494	WWF Attitude
136	Contender	396	Max Force	529	Porsche Challenge	314	Street Racer	601	J F Soccer 64	495	WWF Westmania 2000
137	Contra: Legacy of War	176	Max Power Racing	266	Poy Poy	540	Street Sk8er	442	Jet Force Gemini	496	XENA: Talisman of Fire
		397	Max Surfing 2000	267	Psybadeck	541	Strider 2	443	Kirby 64		
			MDK	268	Quake 2	542	Striker Pro 2000	444	Knockout Kings 2000		
			Medal of Honour	269	Rainbow 6	316	Super Cross 2000	445	Madden 64		
			Medieval	270	Rally Cross	543	Supercross 2000	446	Madden 99		
			MediEvil 2	271	Rally Cross 2	547	Syphon Filter	447	Mario Golf 64 S		
			Megaman Legends	272	Rally de Africa	544	Syphon Filter 2	448	Mario Party		
			Metal Gear Solid	273	Rampage 2: Universal	319	T. Makenin World Rally	449	Mario Party 2		
			Micro Machines v3	274	Rapid Racer	320	Tarzan	450	Monopoly		
			Military Madness	275	Rayman	321	Tekken 2	451	Monster Truck Madness		
			Mission Impossible	276	Ready to Rumble	322	Tekken 3	452	Mortal Kombat : Mythologies		
			MLB 2000	277	Rebel Assault 2	323	Ten Pin Alley	453	Mortal Kombat 4		
			MLB 2001	278	Red Alert, C&C Reloaded	324	Tenchu	454	Mortal Kombat Trilogy		
			Monster Rancher 2	280		325	Test Drive 4	455	Nagano Winter Olympics		

# WIN A PLAYSTATION EVERY MONTH!

Calls charged at \$1.93 inc. GST per minute. Higher rates apply from mobiles and public phones. If under 18 please obtain permission from whomever pays the bill.



26-06-00, SCIENTISTS BREAK THE HUMAN DNA CODE...

...01-09-00, THEY'LL  
WISH THEY HADN'T



# Parasite Eve II™

PRAY IT'S NOT INSIDE YOU

[www.parasite-eve2.com](http://www.parasite-eve2.com)

**SQUARESOFT**



©1999, 2000 Square Co., All rights reserved. SQUARESOFT and the SQUARESOFT logos are registered trademarks of Square Co., Ltd. PARASITE EVE is a trademark of Square Co., Ltd. MUSIC ©1999 Square Sounds Co., Ltd. (P) 1999 Square Co., Ltd. & Square Sounds Co., Ltd. COMPUTER GRAPHICS MOVIE © 1999, 2000 Square Co., Ltd. & Square Visualworks Co., Ltd. Based on the novel: Hideaki Sena PARASITE EVE (Kadokawa Horror Bunko).

WLTBWA K3PS5209